

**Virtual Reality is Unreal!**

April 1995

# Disney Adventures

## VR Troopers



**Meet  
the TV  
Stars!**

**D.A.'s GUIDE  
to VR  
cades**

\$2.50 Can. \$2.95







You and the Cap'n make it happen!



# Hello



**H**eidi

sails the seven seas as a parrot-toting **pirate captain.**

**S**ean

plays for the Cleveland Browns in the Super Bowl, intercepts a pass and returns it for **the game-winning touchdown.**

**R**obyn

meets artist Vincent van Gogh. Together they **invent a new color: RobGogh Red.**



**S**uzanne

travels to London to help Sherlock Holmes **solve a crime.**



... putting on a headset and living out any fantasy you like. That's what you can do with **virtual reality**—and after putting together our special section on this new computer technology (see page 18), the **D.A.** staff is dreaming big-time....

And **I** travel to the next century, where I read the latest issue of **D.A.** to find out what's cool in 2095.

Where would you go in **virtual reality?**

**Let us know and**

**Adventure**

*Phyllis*





## FRENCH TOAST PROFILE

**NAME:** D'Arby Lamont

**AGE:** 6

**HOMETOWN:** Winston Salem, North Carolina

**LATEST ACHIEVEMENT:** Ate broccoli.

**HOBBY:** Chasing my little sister with my remote control car.

**FAVORITE ACTIVITY:** Saving the universe with my Power Rangers.

**FAVORITE CLASS:** Karate (after school).

**BIGGEST SECRET:** Have to sleep with the light on.

**GOAL IN LIFE:** Be the head of a toy company.

**CLOTHES:** French Toast.

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## How to become the star of the next French Toast Profile.

You can become a French Toast Profile model (if between the ages of 2 and 14 & a U.S. or Canadian resident). No purchase necessary. 1,000 finalists for judging will be selected in a random drawing. To get a copy of the complete official rules please send a self addressed envelope to: Rules (Contest #3), Become a French Toast Model, P.O. Box 787, Gibbstown, NJ 08027.

### FOUR GRAND PRIZES

Four winners will... 1) Become a French Toast model and be eligible to be featured in future French Toast Profile ads. 2) Receive a one year representation agreement with Wilhelmina Models. 3) Receive a Compaq Personal Computer. (ARV \$2,000)



### 25 1st PRIZES

A set of 25 comic books from DC Comics. (ARV \$50)

### 25 2nd PRIZES

Monopoly Games from Parker Brothers. (ARV \$30)

### 100 3rd PRIZES

Barbie products from Mattel. (ARV \$30)

### 100 4th PRIZES

Mighty Morphin Power Ranger toys from Bandai. (ARV \$30)

### 100 5th PRIZES

Wilhelmina's World of Child Modeling Guide Book. (ARV \$15)

### OFFICIAL ENTRY FORM

To enter please enclose entry form (or copy of entry form), photo of your child, and a descriptive profile utilizing the profile categories from the ad above. Send it to: Become a French Toast Model (Contest #3), P.O. Box 844, Gibbstown, NJ 08027. All entries must be received by July 15, 1996.

Name .....

Address .....

City/State ..... Zip Code .....

Telephone ..... Age .....

Date of Birth ..... Sex ..... Size .....


Date of Entry ..... Height ..... Weight .....

**Clothes, footwear and accessories.**  
**You don't eat 'em. You wear 'em.'**


**FRENCH  
TOAST**



Inside .....



# April



1995

.....▶ **Zip Code** Your Letters and Kid Pics **page 6**

**D.A. Buzz** Buzz Queen Liz's Big-Ol'-Whompin' Slang and POG Champ Kyle Valley **page 11**

**Ticket** D.A. Talks With *Fluke* Star Max Pomeranc and *Man of the House*'s Jonathan Taylor Thomas **page 14**

**Cover Story** Been There, Done That? Virtual Reality Gives "Adventure" a Whole New Meaning. Plus—An Interview With the VR Troopers **page 18**

**Magic Tricks** Clever Antics That Work Like Magic **page 26**

**Big Adventure** Harry Houdini—Amazing Feats of the Greatest Escape Artist Ever **page 31**

**Sports** Junior Jockey Ramon Perez Races for Big Stakes **page 42**

**Weird Yet True** More Wacky Facts **page 46**





page 50



## Comic Zone page 49

Goof Troop "Losted Founder's Day" **page 50**

Bonkers "The Temple of Doom," Part 2 **page 66**

Darkwing Duck "Cogito Ergo Something" **page 73**

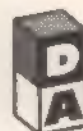
**Mystery Story Contest** Write Your Own Mystery **page 78**

**Short Story** "The Casebusters: DANGER! SOS!" **page 80**

**TechnoMania** Itchy & Scratchy and More **page 86**

**Card Shark** Slammin' Bart Simpson and More **page 90**

**Puzzles** Use Your Brain **page 92**



1995

# Disney Adventures

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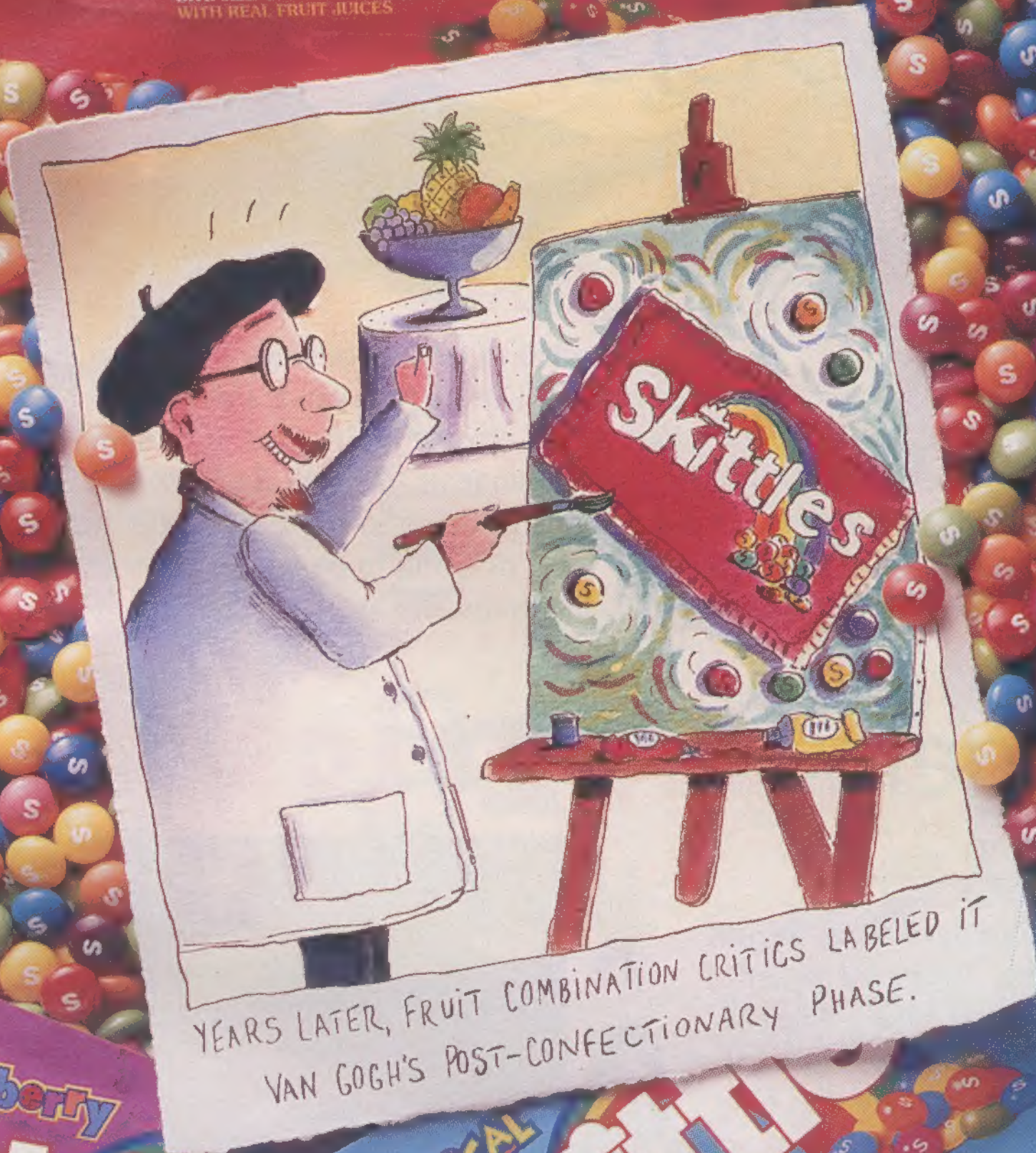


Original  
FRUIT

# Skittles

BITE SIZE CANDIES  
WITH REAL FRUIT JUICES

NATURALLY AND  
ARTIFICIALLY FLAVORED



YEARS LATER, FRUIT COMBINATION CRITICS LABELED IT  
VAN GOGH'S POST-CONFECTIONARY PHASE.

Wildberry

# Skittles

BITE SIZE CANDIES  
WITH REAL FRUIT JUICES

ARTIFICIALLY AND  
NATURALLY FLAVORED

TROPICAL

# Skittles

BITE SIZE CANDIES  
WITH REAL FRUIT JUICES

ARTIFICIALLY AND  
NATURALLY FLAVORED



OF FRUIT FLAVORS®



# Zip code.....

(Thanks!)

Your letters, photos  
and comments.

## Sky Bound

I loved the article called "Fly Girl!" in your December 1994 issue. I've wanted to be a pilot since I was in second grade, but for the past three or four years I've been thinking that being an astronaut would also be really cool. Last summer I went to [U.S. Space Camp's] Aviation Challenge at the U.S. Space & Rocket Center in Huntsville, Alabama. This summer I'm going to the U.S. Space Academy [also in Huntsville]. When I grow up, I'm going to be a pilot for the Air Force or the Navy. **Joanne Braun, 13, Carthage, Texas**



## Tiger Play

Last summer I went to San Antonio, Texas, by myself. I had a great time—I got to play with a baby Bengal tiger named Tigger. He was only two weeks old. It was definitely an experience I will never forget.

**Bethany  
Spiers, 12**  
Langhorne,  
Pennsylvania



## A pics



What's in the cage?  
**Aubrey Miner, 11,**  
from Highland, Utah,  
caught a prairie dog  
at camp last summer  
using an empty can  
and some bait.



# Where do you put everything?

Your magazine is hip to the max. I have been collecting issues of D.A. since September 1990. I have two sisters, one brother, 11 dogs, about 80 goldfish, one cat, two horses, two goats, one hamster, one bird and two ducks. I have about 250 unsharpened pencils and about 150 baseball cards. I am going to be a vet and an animal trainer when I grow up. My friend Sheena and I are going to grow up and have a big ranch together.

Jessica  
Radebaugh, 10  
Redding, California



## JTT Rules!

..... Hi! I took my own survey of my fourth-grade class and my teacher, Mrs. Denno, to find out who the most popular kid actor is. Here's what I found out: Jonathan Taylor Thomas won hands down with 28 votes. Elijah Wood got zero votes, and Macaulay Culkin got only two votes. Elijah and Macaulay, step aside! We know who our favorite is! **Jon Bauer, 10, Point Pleasant, New Jersey**



**Write to us!** We want to know about your best summer trip. What did you do—and why was it great? Write to Zip Code Summer Vacations, DISNEY ADVENTURES, P.O. Box 861, New York, NY 10011. You can E-Mail your letter to [DAZip@AOL.COM](mailto:DAZip@AOL.COM). All materials sent become the property of DISNEY ADVENTURES. They may be reprinted without compensation or acknowledgement and cannot be returned.



# Clue

## Whodunit? Mystery Game Contest

**Help solve this murder mystery and  
WIN a free trip to the TOWER OF TERROR  
at MGM Studios!**



### Clue #1

Someone has left a small piece of fringed leather next to the sink. What could this be?



Clutching the wrench, Mrs. White was visibly upset. She explained, "Mr. Boddy was just fixing a clog in the sink, and he asked me to go get this tool from the Conservatory where Mr. Green was using it. I was only gone five minutes!" she cried. Miss Scarlet concurred, and she would know, since she could see the kitchen door from the Hall, where she was busy arranging flowers from the rose garden. "No one, including Mr. Boddy entered or left the kitchen while Mrs. White was gone. How could such a thing have happened? And Who killed Mr. Boddy?"



### Miss Scarlet

A day spent in Boddy's rose garden...now, to find the perfect vase for the perfect bouquet....





**Mr. Green**

Mr. Can't-Fix-It has spent all day trying to repair the Conservatory's sprinkler system.



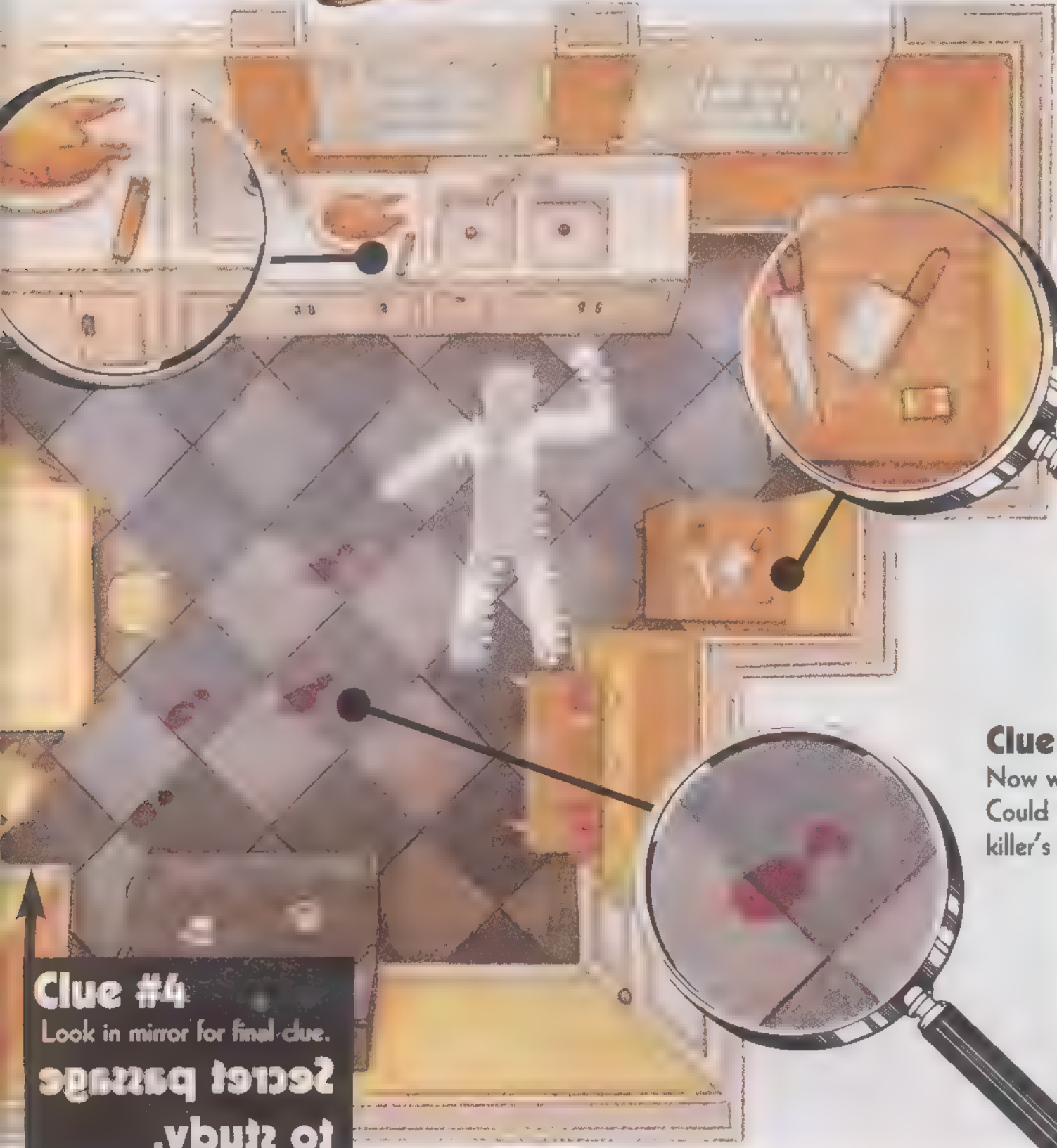
**Colonel Mustard**

Nothing like an entire day of billiards to sharpen an old sportsman's reflexes.



**Mrs. Peacock**

Ah, country weekends...with time for a long luncheon and a leisurely pot of tea by the fire.



**Clue #2**

Mrs. White's kitchen is always perfectly tidy. What's out of place on her butcher block counter?

**Clue #3**

Now where do these lead? Could they indicate the killer's escape route?

**Clue #4**

Look in mirror for final clue.  
sɹəʊtɔ ʇɹɔ  
.ybutɔ ɔt

**Professor Plum**

Maybe a quiet room, a comfy chair and a good mystery can help him forget what's troubling him.



**Mrs. White**

"He was the best employer I ever had! Whatever will I do now that he's gone?"



TURN THE PAGE TO  
FIND OUT HOW TO ENTER



## "CLUE" WHODUNIT? MYSTERY GAME

### ENTRY FORM

Now that you are familiar with the rules, write and tell us Whodunit.

#### DETECTIVE

NAME \_\_\_\_\_

ADDRESS \_\_\_\_\_

CITY \_\_\_\_\_ STATE \_\_\_\_\_ ZIP \_\_\_\_\_

PHONE \_\_\_\_\_

AGE \_\_\_\_\_

#### SUSPECT

The person who committed the crime is:

Mail all entries to:  
**Disney Adventures  
Clue Whodunit?  
Mystery Game Contest**  
P.O. Box 17  
Madison Square Station  
N.Y., N.Y. 10159-0017



# Whodunit?



Mr. Green



Colonel Mustard



Mrs. Peacock



Professor Plum



Miss Scarlet



Mrs. White

Here are six suspects in the murder of Mr. Boddy, each shown with his or her favorite weapon. But only one is the killer. WHODUNIT?

You can pick up clues by studying the previous page. Try holding it in front of a mirror for a special clue! The final two clues that can help you nail the culprit can be found in only one place - on the box cover of the **Clue®** game by Parker Brothers.

Once you think you've solved the crime, send your guess to us on this official **Clue®** WHODUNIT? MYSTERY GAME entry form. If you're right, you'll be entered into a sweepstakes to win a trip to MGM Studios to ride the **TOWER OF TERROR!**



## C O N T E S T R U L E S

1. NO PURCHASE NECESSARY. MUST BE BETWEEN 7-14 YEARS OLD AS OF 3/7/95 TO ENTER. THIS PROMOTION IS SPONSORED BY PARKER BROTHERS INC., BEVERLY MA.

2. TO ENTER, COMPLETE ABOVE APPLICATION OR WRITE YOUR NAME, ADDRESS, ZIP CODE, AREA CODE, PHONE NUMBER, AGE AND THE SUSPECT ON A 3X5 CARD. THEN MAIL YOUR ENTRY POSTAGE PREPAID TO: DISNEY ADVENTURES, CLUE WHODUNIT? MYSTERY GAME, P.O. BOX 17, MADISON SQUARE STATION, N.Y. N.Y. 10159-0017. LIMIT ONE ENTRY PER PERSON PER ENVELOPE. ENTRIES MUST BE RECEIVED BY 4/30/95. ONE ENTRY PER CHILD. DISNEY MAGAZINE PUBLISHING INC. ("DMP") IS NOT RESPONSIBLE FOR LOST, LATE OR MISDIRECTED MAIL.

3. CONTEST WINNER WILL BE SELECTED BY A RANDOM DRAWING. THE DRAWING WILL BE HELD ON 5/31/95. ONE MILLION OR GIGAL ENTRY FORMS WILL BE AVAILABLE. ALL ENTRIES BECOME THE PROPERTY OF DMP AND WILL NOT BE RETURNED.

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6. WINNER WILL BE NOTIFIED BY MAIL AND PRIZE WILL BE AWARDED IN THE

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7. ACCEPTANCE OF PRIZE OFFERED CONSTITUTES PERMISSION TO USE WINNER'S NAME, LIKENESS AND THOSE OF ANY GUESTS TRAVELING WITH WINNER, AND/OR ENTRY FOR ADVERTISING AND PROMOTIONAL USE WITHOUT FURTHER COMPENSATION EXCEPT WHERE PROHIBITED BY LAW.

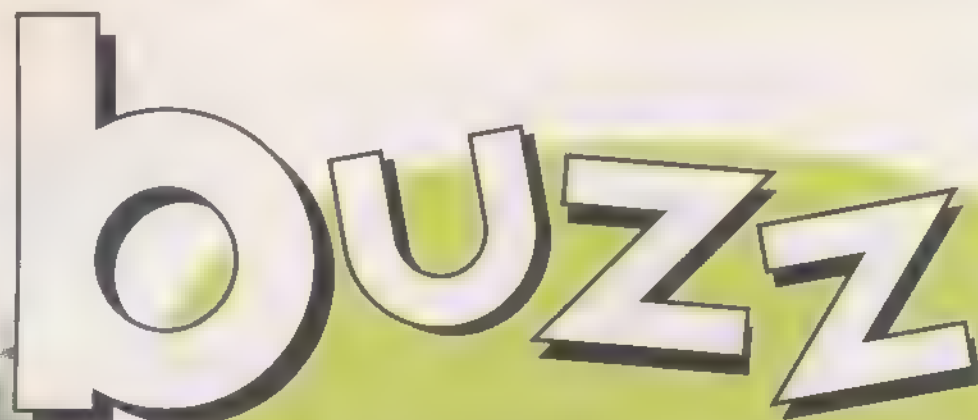
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ING FOR 4 NIGHTS, ONE ROOM, GROUND TRANSPORTATION TO AND FROM HOTEL, AND ADMISSION TO THE TOWER OF TERROR. ESTIMATED RETAIL VALUE \$7,500. SUBJECT TO AVAILABILITY. WINNER AND GUESTS ARE RESPONSIBLE FOR ALL RISKS OF TRAVEL. TRIP MUST BE TAKEN ON DATE SPONSOR PRESENTS. ALL OTHER EXPENSES INCURRED BY WINNER AND GUESTS OUTSIDE THE PRIZE PROVISION ARE THE SOLE RESPONSIBILITY. ADDITIONALLY THE WINNER WILL BE FEATURED IN AN UPCOMING ISSUE OF DISNEY ADVENTURES.

9. FOR A COPY OF THESE RULES AND NOTIFICATION OF THE WINNER AFTER 5/31/95, SEND A SELF-ADDRESSED STAMPED ENVELOPE TO DISNEY ADVENTURES, CLUE WHODUNIT MYSTERY GAME, 114 FIFTH AVENUE, NEW YORK, NY 10011. CONTEST BEGINS ON MARCH 7, 1995 AND ENDS ON APRIL 30, 1995.

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Shannen Doherty, country singer? Double not!

## Liz- speak!

**Big-ol'-whompin'.** Describes something huge. "He had a big-ol'-whompin' hat on his head!"

It doesn't float my boat.  
It doesn't thrill me.

"Rollerblading is okay, but it doesn't float my boat."

**All that and a bag o' chips!**  
Everything you want and more!

"Elijah was so good in *The War*—he's all that and a bag o' chips!"



# Not not

music	Ace of Base, alternative and rock music	Country music
clothes	Jeans, anything Adidas, baggy clothes, mini backpacks	Sweatpants, anything corduroy, slacks
slang	"Aw, gee!" "groovy"	"Rad," "radical," "tubular"
celebs	Tom Hanks, Jonathan Brandis, Tim Allen	Madonna, Shannen Doherty
sports	Field hockey, soccer, street hockey	Baseball, golf
movies	<i>Forrest Gump</i> , <i>The Lion King</i> , <i>The Mask</i> , "Seinfeld"	<i>The Next Karate Kid</i> , "Beverly Hills, 90210"

C

**C**ongressman John L. Dingell (D-Mich.) of Michigan, who spent his childhood in the town of Cass, Mich., was born in 1926. He was the first of four children of John and Mary Dingell. He was born in the town of Cass, Mich., which is now part of the city of Detroit. He was born in the town of Cass, Mich., which is now part of the city of Detroit. He was born in the town of Cass, Mich., which is now part of the city of Detroit.



# Slammin' Jammin' POG CHAMP

APRIL SHOWERS • BIKE RIDING • NO SOCKS

If there were pro POG players, **Kyle Valley** would be at the top of the stack. Playing for less than a year, this 8-year-old

slammed his way to a win in Disneyland's Spring Break '94/ POG™ Wild and Rollerblade™ Crazy. So we totally flipped when Kyle called to clue us in on the cap craze:



## Slammin' Caps

"I have 400 caps and about 100 kinis (slammers). I keep my individual caps in four shoe boxes in my room. My three favorites are a dinosaur that says 'I Loved Barney,' a yellow face with the tongue sticking out, and one with a dune buggy on it."



## Super Slammers Tips

"When you go first or second and there are a lot of caps left in the stack, metal kinis are the best kind to slam with. When there's only a few caps left, you should use a plastic kini."

## Cool Moves

"The coolest way to slam a kini is to lay the kini flat on two fingers and just slam it down really hard on the stack to make the most caps flip over."

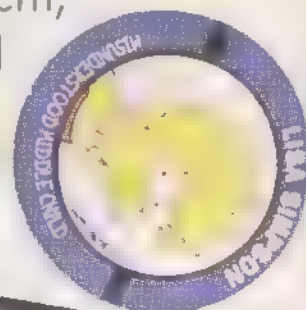
## Collectibles

"I have a lot of cap sets that places give away. I have almost the whole WPF Series I, the whole Knott's Berry Farm set, the Del Taco Restaurant set and the Disneyland set. My dad said to keep them in the packages because they're worth a lot more money that way."

## Pick-a-POG

"It's fun! Everybody has them, and they all have really cool designs on them."

—Kim Lockhart









# ticket

Max stands tall with a four-legged friend.

Your Guide to TV, Movies, Music and **More**



**Max**

**Pomeranc**, 10, played the big-eyed, kinda-shy chess whiz in *Searching for Bobby Fischer*.

D.A. wondered

if he's shy in real life, so we called him to talk about his new movie, *Fluke*. He is pretty quiet, except when he talks about his favorite game, chess.

**D.A.:** Tell us about the plot of *Fluke*.

**M.P.:** The movie's about a guy [played by Matthew Modine] who dies and comes back as a dog. He realizes the value of life, has

## Mighty (shy) Max

flashbacks, finds his family [from when he was a human], and tries to make their life better. I play Brian, the kid in the family.

**D.A.:** What makes *Fluke* the dog different?

**M.P.:** He knows who he is, and he thinks like a person.

**D.A.:** What was the hardest part about making this movie?

**M.P.:** Doing the scenes with the fake snow. It's like plastic

or something, and it stays on your clothes. Weeks later, you'll find little bits of plastic snow still stuck to your clothes.

**D.A.:** Do you still have time for chess?

**M.P.:** Yeah, I still find time to play.

**D.A.:** Who do you play against?

**M.P.:** My dad. And I play in some tournaments. I enter only one big competition a year, the nationals. I placed 14th last year.

**D.A.:** Would you rather play chess or make movies?

**M.P.:** Play chess.

—Liz Smith



D.A. loves **Jonathan Taylor Thomas** so much, we fight over who gets to interview him. He teases us and bags on us and makes us laugh so hard, we never want to leave. We were excited to hear he's starring in his first live-action movie, **Man of the House**. (Yes, we told you in the December 1994 issue it was called *Pals Forever*, but the movie studio changed the title.) Farrah Fawcett plays his mom, and her husband-to-be is played by Chevy Chase. JTT tries everything in his power to keep his mom from marrying Chevy, including making Chevy join the Indian Guides with him.

**D.A.:** OK, think back to last summer when you were making *Man of the House*. We know you worked a lot, but we're sure you found time for your favorite pastime, fishing.

**JTT:** Yeah, the movie crew flew us over to Vancouver Island to go fishing. We went salmon fishing five times. I caught 15

fish—but I try to throw them back if possible.

**D.A.:** What else did you do in your spare time?

**JTT:** There were other kids in the movie—Spencer Vrooman, Zachary Browne and Chris Miranda—who played Indian Guides. We played roller hockey, baseball, basketball. We had a blast.

**D.A.:** Did you do any training for the movie?

**JTT:** On weekends we had lessons in shooting with a bow and arrow, and throwing a

tomahawk. It took a lot of skill, but it was fun.

**D.A.:** We heard you saw bears in the wild. Were you scared?

**JTT:** No, they're really beautiful. You just have to respect their territory. There was a baby wolf in the movie that was being controlled by an animal trainer. It was the cutest thing.

**D.A.:** Did you have to perform any stunts?

**JTT:** I had to carry 10,000 bees in the movie! I guess you could call that a stunt.

**D.A.:** No way! Really?

**JTT:** They were on

**Eeeeyaw! JTT strikes a martial arts pose.**





a beehive, and I had to carry it. They were all over my hands, in my ears, on my nose. I wasn't scared. I met with the world's foremost bee expert before I did it. He told me everything I needed to know, so I was comfortable going into it. Ten thousand bees, and I didn't get stung one time!

—Liz Smith



If *Jurassic Park* makes you want to track some dinos on your own, check out the **Dinosaur Safari Guide:**

**Tracking North America's Prehistoric Past** by Vincenzo Costa. It tells you all about real-life dinosaur sites and exhibits in the United States and Canada. The guide lists descriptions and histories of the featured dinos and maps to the digs. There's even a dino-speak pronunciation guide for those of us who have no idea how to say "Saurornitholestes."



**Spidey swoops over the city.**



Step aside, Saturday morning superheroes—web-slinging **Spider-Man** returns, and he's on Fox! Regular guy Peter Parker can gain superpowers and crawl straight up walls with the strength, speed and agility of a spider, but he's not safe from the common cold. And even with his extraordinary spider-

sense, he can't find his socks and forgets to put film in his camera—which is rather inconvenient considering he's a part-time photographer for the *Daily Bugle* newspaper. D.A.'s looking forward to the three-part "Alien Costume" episode in which Spidey dons a bizarre outfit and inherits a baaaaaad attitude.



The king lives! No, no, not Elvis—Simba, the Lion King! **The Lion King** roars into video stores on March 3. (*The Lion King* is only the third Disney feature to have an all-animal cast. Can you name the other two? See answer below.)



Bambi and Robin Hood





"American  
Gladiators"  
fan alert!  
D.A. went

to a taping of  
"Gladiators 2000," a  
kids Gladiators show  
where teams of two  
(a boy and girl)  
compete against each  
other in physical *and*  
mental showdowns. In  
between battles on  
The Wall and The  
Eliminator—just like  
the games on  
"American Glad-  
iators"—these kids  
answer questions about  
health, nutrition and  
physical fitness. Plus,  
the *real* American  
Gladiators act as  
their coaches!

The day we went,  
Marquise Wilson, 14,  
from "Hangin' with  
Mr. Cooper" and  
Taran Noah Smith,  
10, from "Home  
Improvement"  
competed  
against  
each other  
on The

Wall. The Wall is  
that scary-looking 32-  
foot vertical (that's  
*straight up*) climb. After  
Marquise's team won,  
the kids-only audience  
chanted, "Whoomp,  
there it is!" We

## Gladiators WATCH!



**Marquise, hangin' with Mr. Laser.**

chatted with him and  
his partner, Lindsey  
Peter, 10, from  
Chatsworth, California.

**D.A.:** Why did you  
want to be on "G2"?

**M.W.:** I wanted to try  
something like this  
because I  
watch  
"American  
Gladiators"

all the time.

**D.A.:** Was The Wall  
hard to climb?

**M.W.:** It's hard because  
you have to plan your  
way, but we had a  
really supportive crowd.

● **D.A.:** Lindsey, how did  
you hear about "G2"?

**L.P.:** There were flyers  
up at school about the  
"G2" tryouts. Only two  
people from my school  
went to the tryouts—  
we both made it!

**D.A.:** What's the  
coolest thing about  
being a Gladiator?

**M.W.:** You get to keep  
the gear! And having a  
good partner like  
Lindsey.

**L.P.:** Marquise is the  
best partner. I was so  
happy to find out we  
were a team.

—H. Brooke Primero



Remember when

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REAR

by  
Hanna  
Liebman



# Aladdin

took Jasmine on that magic carpet and showed her "a whole new world?" Well, with an incredible new technology called **virtual reality (VR)**, you can enter any new world you want. With some expensive high-tech equipment, you can even go along on that ultrasmooth rug-ride.

Yeah, right, you might think. But with VR, you don't just look at a screen and see a place. Instead, you actually *enter* that place, thanks to some serious, superheavy-duty computers and graphics that are eight times clearer than a TV.

Usually you wear a special visor and hold a mouselike device in the air to maneuver. Other times, you're in a pod that's supposed to be a vehicle—everything you see out of the windshield is the simulated world. Either way, you feel as if

the world that the computer shows you is real and you can go anywhere you want.

Sound complicated? It is. But VR is the coolest entertainment you can find. Right now, you have to visit a museum or VR arcade to try VR, and it isn't cheap—about \$1 per minute of playing time.

If there aren't any attractions near you yet, don't bum out. New attractions are gearing up to open all over the place—the Dallas Cowboys are even thinking of putting in a theme park with some VR football games. And there are rumors of a *Star Trek*-based VR experience. Most experts think VR will be everywhere in a few years.

Read on for D.A.'s scoop on the best VR attractions around the country. They're virtually unbelievable!



# W

TAKES OFF



## LIQUID VISION



This traveling exhibit is from the Center of Science and Industry (COSI) in Columbus, Ohio.

✈ The **flight simulator** is like those used by real pilots. A special display tricks your eyes into seeing far, far into the sky. It looks pretty real!

✈ In **Virtual Volleyball**, you thwack an imaginary ball and the virtual "you" on the screen spikes it.

✈ To explore a **futuristic city**, you use a head-mount and a hand-held steering grip. You're a robot in the middle of a wild-looking street. You can explore and even pick up a hang glider

and sail off the edge of a building.

**WHERE:** The exhibit travels around the country. It's in Jersey City, New Jersey, now. Soon it moves to Charlotte, North Carolina, and several other cities.

Go for that magic-carpet ride with **Aladdin!** Hop on the "carpet," which is sort of like a saddle, put on the cool headset, and steer with an actual piece of carpet on the front of your seat—it's almost as if you are in the movie. Zip through the narrow streets or fly high over the city. Interact with the characters. The one drawback: Only four of these rides exist.

**WHERE:** Take flight at EPCOT Center in Orlando, Florida.

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**U**hen you enter a **Virtual World** cyber-arcade, you become a member of the Virtual Geographic League. Choose your mission, listen to a briefing, and hope you don't get blasted!

👾 In **BattleTech**, you control a 30-foot-tall walking tank called 'Mech. It's the year 3050, and you're battling it out with your friends on a desert planet.

👾 **Red Planet** is more of a race, in which you pilot a hovercraft through the canals of Mars. After both games, you get a debriefing plus a printout of your pilot's log.

👾 A new game, **The Caverns**, will be out soon. In it you explore ancient ruins, gather clues, and try to figure out why a civilization disappeared.

**WHERE:** Virtual World centers are in Chicago, Illinois; Walnut Creek, California; San Diego, California; Houston, Texas; Dallas, Texas; Las Vegas, Nevada; Marietta, Georgia; and Pasadena, California. More are on the way.

## EGG-CELLENT EXPEDITION

**T**he Loch Ness monster lives!

Save Nessie's eggs so she doesn't become extinct in **The Loch Ness Expedition**. As part of a six-player team, you can pilot a sub, operate robotic arms to scoop up precious eggs, peer out periscopes, or shoot intruders. If you're hit badly, a sticky glop hits your windshield and you're sucked back up to the surface.

**WHERE:** There's a game set up at Nauticus, the National Maritime Center, in Norfolk, Virginia. Another opens soon in Ledyard, Connecticut.





## VIRTUALITY

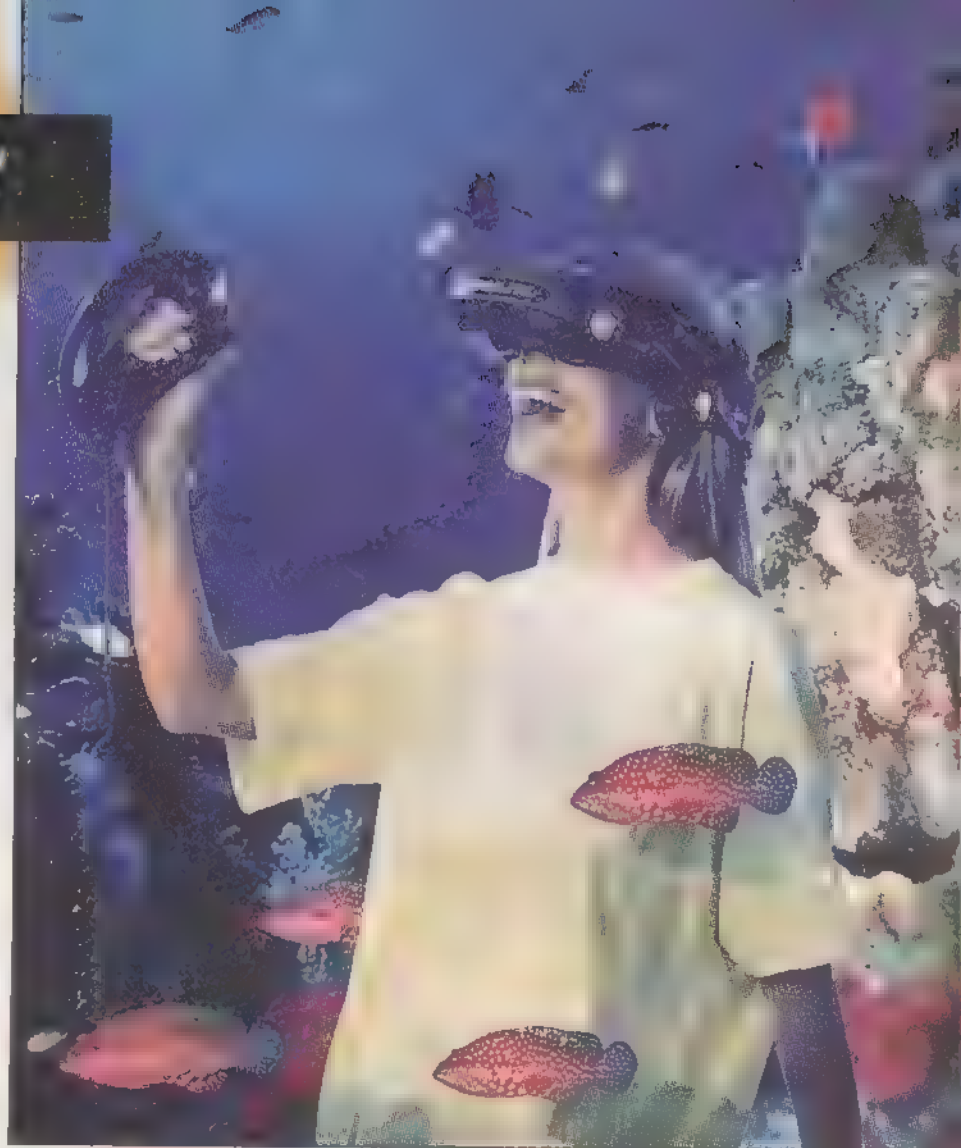
This company already has about 300 VR-game machines. They're the easiest VR attractions to find. And next Christmas, **Virtuality** hopes to come out with a home VR visor compatible with Atari's Jaguar system. It will sell for about \$200.

👤 In **Dactyl Nightmare**, set on a complex checkerboard in space, you dodge the carnivorous Pteradon. You have a computer-animated body—if you crouch down, so will your on-screen character. Battle other players and try to avoid becoming dino lunch-meat.

👤 In **Zone Hunter** there's a mad genetic scientist on the loose—it's up to you to save the gene pool. The game is a cross between *Robocop* and *Universal Soldier*, says Virtuality's general manager, Chris Yewdall.

👤 Other Virtuality games you can try are a **jet simulator** and **Vtol**, a *Star Wars*-style battle-cruiser combat game.

**WHERE:** Find more than 300 Virtuality machines at malls and places like Blockbuster's high-tech Block Party centers, the first of which recently opened in Albuquerque, New Mexico.



## VIRTUAL FUTURE

Great games are only the beginning of what VR can do. Soon, you'll hear about amazing things like virtual surgery, in which a doctor uses robots to operate on a patient from a whole different place. Or imagine a sporting league that has teams from all over the world gathered in a virtual

arena. Or picture yourself scuba diving without leaving home.

To make these adventures possible, VR-makers are working on snazzy technology like gloves that let you feel pressure and VR suits that allow your whole body to be tracked by a computer. And the graphics will only get better. While it might take 100 years to develop a *Star Trek*-like holodeck, "There will be plenty of excitement in the 21st century," says Joe Wisne, exhibit director of COSI.



They jam through cyberspace, they karate chop, they rule virtual reality! Meet the **VR Troopers**! They're the newest thang from those cool folks who brought you the Mighty Morphin Power Rangers, and we think they're *super*. The Troopers fight the evil, robotlike Skugs in the futuristic world of virtual reality. Brad Hawkins, 20, Sarah Brown, 19, and Michael Bacon, 27, play the Troopers. They chatted with us about what it's like to "Troop out" on TV.

# VR

by **H. Brooke Primero**

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**ALERT**





# BRAD HAWKINS

## VR TROOPER RYAN STEELE

**D.A.:** We hear you do all your own stunts. Have you ever been hurt?

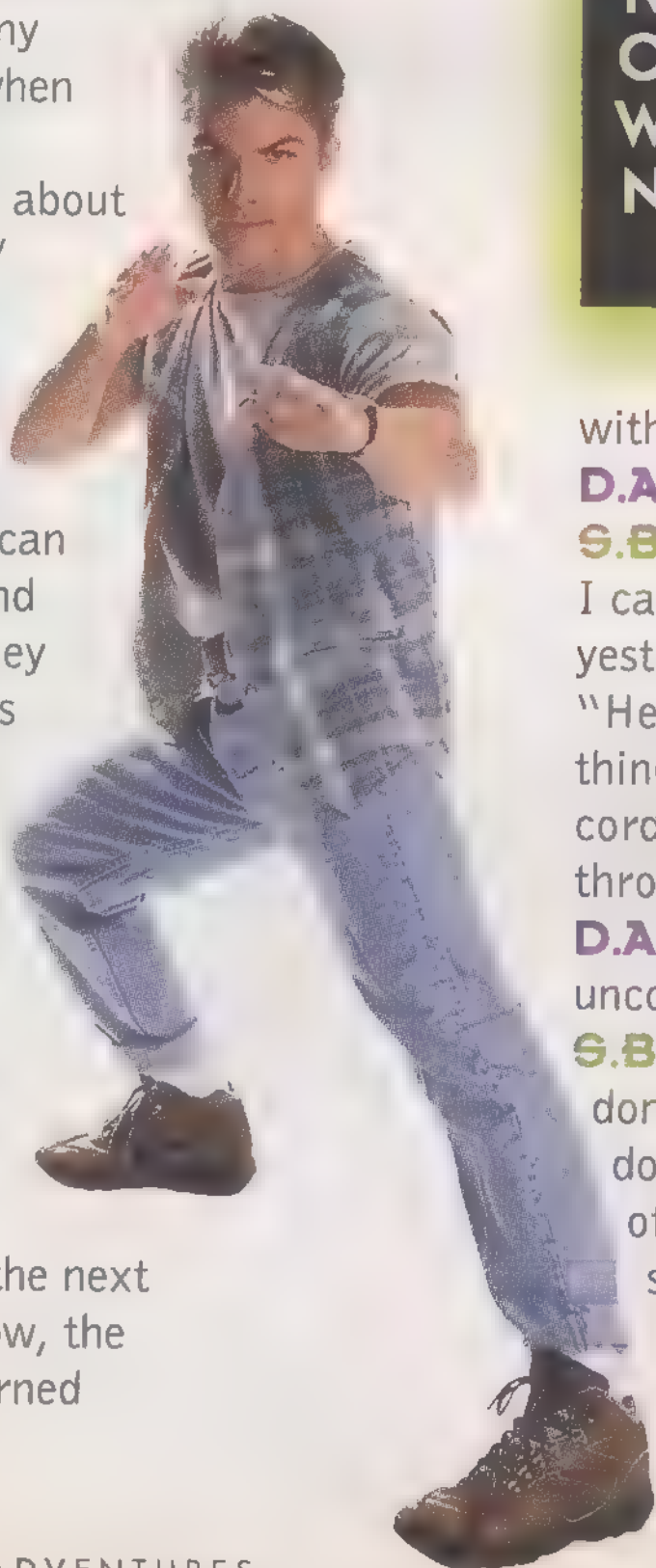
**B.H.:** We were filming a fight for the fifth episode, and I sold a hit—that means I took a hit. Then last week, I meant to do a big sell [take a big hit], but I landed on my hip and had to go to the hospital. I was OK!

**D.A.:** Are you a killer karate master?

**B.H.:** I got my brown belt when I was 10.

**D.A.:** Tell us about the Troopers' enemies.

**B.H.:** We're always fighting the Skugs. They can evaporate, and sometimes they can appear as regular people. In a scene, I might be playing football in a park, with a family picnicking behind me—the next thing you know, the family has turned into Skugs.



**D.A.:** We hear Trooper dolls are already being made. What other cool stuff would you like to see?

**B.H.:** If I see anything, I'll get excited. When this comes out in your magazine, I'll be excited!

# SARAH BROWN

## VR TROOPER KAITLIN STAR

**D.A.:** What is the coolest thing you're going to do on "VR Troopers"?

**S.B.:** They're going to tie me to bungee cables and film a scene where I'm in an alley, fighting Skugs. The cables are tied above me, and then the stunt guys pull me down to the ground by my ankles! When the stunt guys let go, I go flying through the air and do a layout flip

with a double back-flip. It's great!

**D.A.:** Sounds scary!

**S.B.:** It was kind of a surprise. I came walking in to work yesterday, and this guy goes, "Hey, come over here." The next thing I know, I've got bungee cords all over me and I'm flying through the air!

**D.A.:** Are the cybersuits uncomfortable?

**S.B.:** Very uncomfortable. But we don't wear them. We have stunt doubles who wear them. They cut off your circulation and cause severe pain!

**D.A.:** You trained intensively for four weeks to learn karate. Are you finished training?





**S.B.:** I go through a cluster, which means we film four episodes, then we have two days off. I train then and try to meet every day with a private martial arts coach.

**D.A.:** We hear you're friends with the Power Rangers.

**S.B.:** Yes, the pink one, Kimberly, is one of my best friends. She moved next door to me yesterday!

**D.A.:** You mean *right* next door?

**S.B.:** We have one house, and she moved into the guest house. So we are close!

**D.A.:** What's it like to work with a green screen during your virtual reality scenes?

**S.B.:** It's a lot different than acting with other actors. We are looking at a piece of tape or a chair and pretending that it's a person! When we have our glasses on, it's not so bad, because you can't see our eyes.

**D.A.:** What do you do when you aren't filming?

**S.B.:** I try to go horseback riding at least once a month. I like to hike, go Rollerblading, go to the beach. I love most sports, and I'm pretty athletic.

**D.A.:** Why should kids watch the show?

**S.B.:** Kids should watch the show because it's the coolest thing around!

## MICHAEL BACON

## VR TROOPER J.B. REESE

**D.A.:** How does it feel to be a black belt?

**M.B.:** Cool. In the martial arts there's respect for each of us. I got my belt seven years ago, then I became the chief instructor at a karate school—then I bought the school.

**D.A.:** We hear you were in a Toni Braxton video. Tell all!

**M.B.:** I played her boyfriend in "You Mean the World to Me." It was really fun.

**D.A.:** Have you been recognized yet?

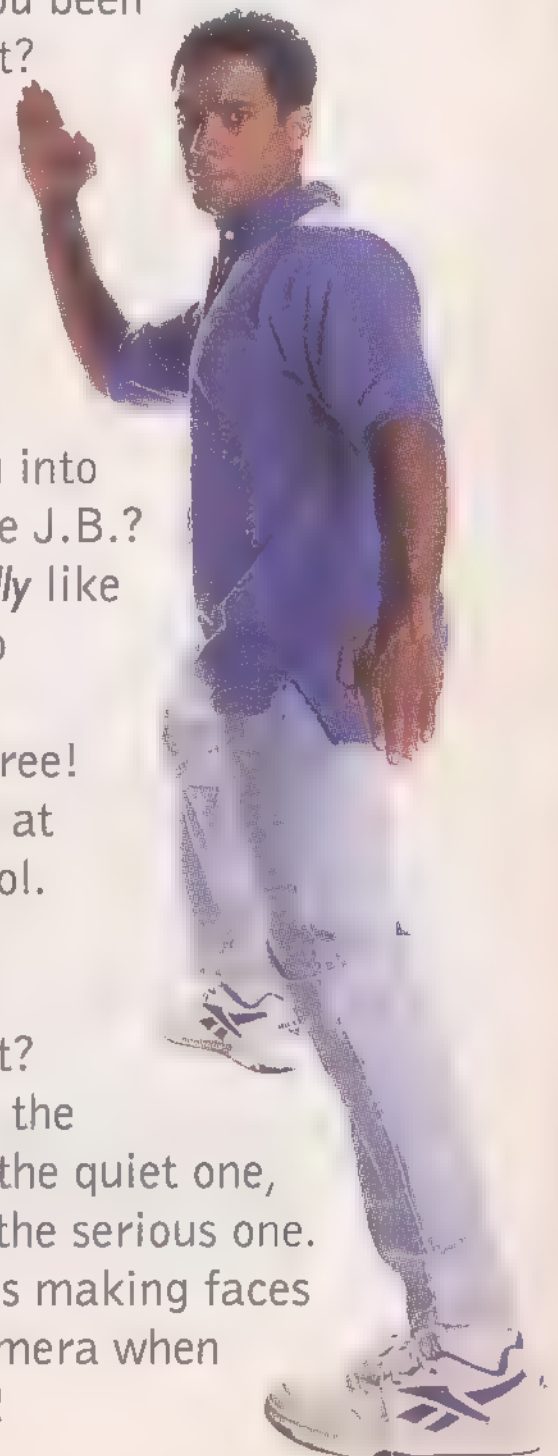
**M.B.:** Yeah, twice. It was weird—not at all what I expected it to feel like.

**D.A.:** Are you into computers like J.B.?

**M.B.:** I'm *really* like him. I went to college for a computer degree! And he works at a karate school.

**D.A.:** Do you guys goof off around the set?

**M.B.:** Brad is the jokester, I'm the quiet one, and Sarah is the serious one. Brad is always making faces behind the camera when we're filming!





# FOOL Your Friends

by  
Nick  
Beres



## The Mysterious Crayon

- 1.** Give a box of crayons to a friend.
- 2.** Turn around and put your hands behind your back.
- 3.** Tell the friend to choose one crayon and put it in your hands so you can't see it.



**April Fools' Day!** What a cool concept. You can make all your friends look like fools and get away with it. This year, when you plan your pranks, why not try some magic? That's right—magic. A little practice, and before you know it, you'll be baffling others.

"I always have fun dazzling friends with magic stunts," says Scott Tokar, a professional magician.

"They always think they can figure a trick out, but most of the time they can't. And, of course, I never tell them how I do it." Tokar started learning magic when he was 13. Now he performs all over the country. And on April Fools' Day, you can bet he'll be fooling around with some magical pranks. In fact, here are some of Tokar's favorite magic pranks and his step-by-step instructions for pulling them off.



**4.** Secretly scratch part of the crayon lightly with a fingernail and casually bring that hand up to your forehead. As you raise your hand, glance at the color on your fingernail.



**5.** With your hand on your forehead, act as if you are trying to concentrate really hard.



**6.** Amaze your friend by telling him what color crayon he chose.

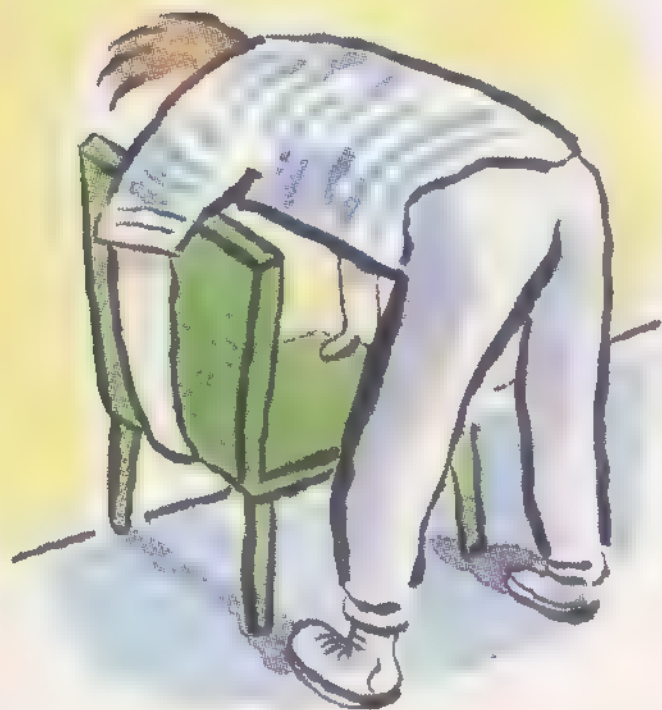


# Chair Challenge

**H**ere's a prank that's perfect for fooling a boy. You can trick him into thinking he can lift a chair in a certain way—but he can't!

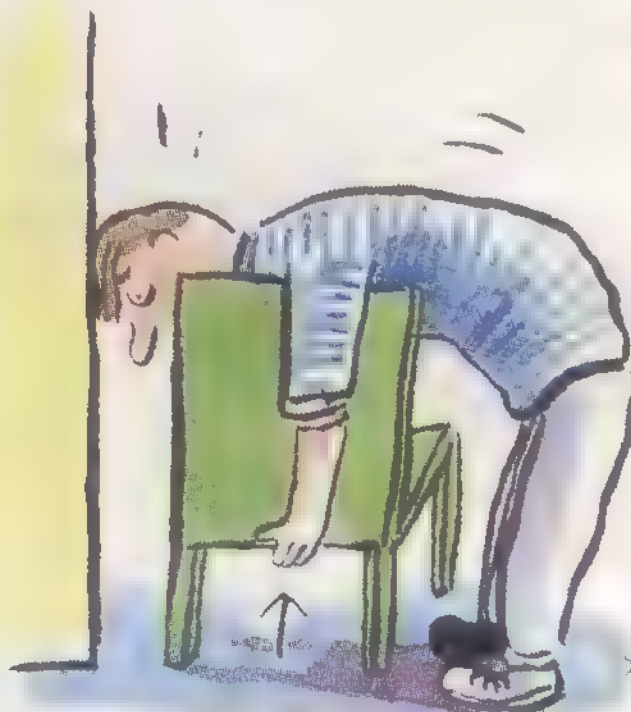
**1.** Place an armless kitchen chair against a wall as shown.

**2.** Have a friend put his feet about an inch away from the chair legs and spaced exactly the same distance apart as the chair legs.

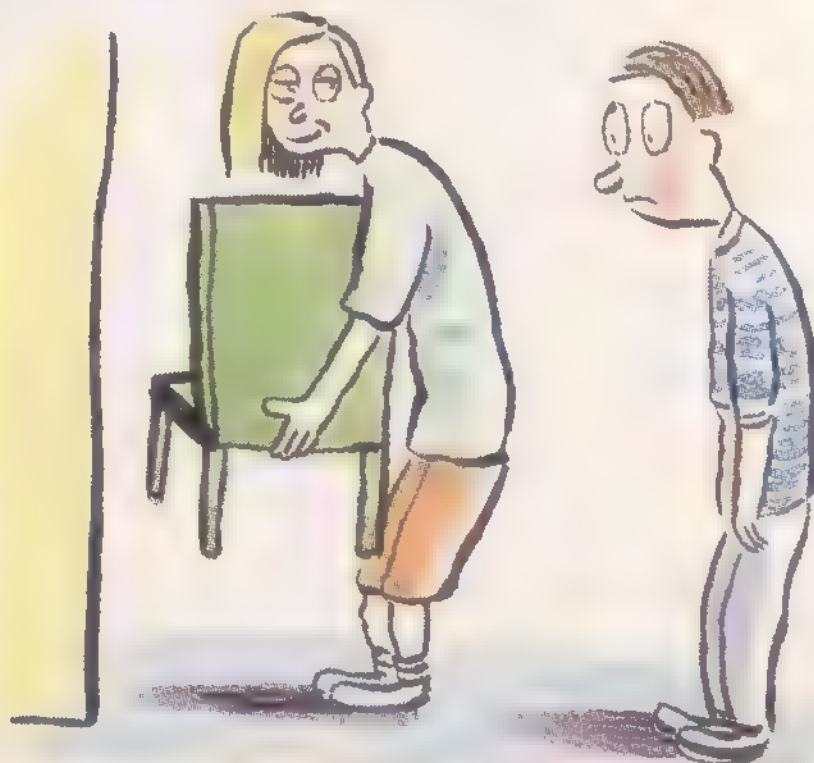


**3.** Tell him to place his hands as illustrated and lean over with his head resting against the wall.

**4.** Now challenge him to lift the chair straight up with his arms—this is easy.

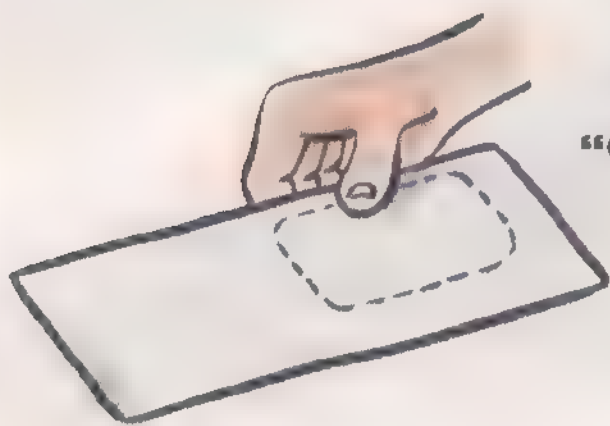


**5.** Then tell him to lift himself up into a standing position while holding the chair. It's impossible for boys—but girls can do it because they have a different center of gravity. If you're a girl, show him how to do it—and drive him crazy!





# Guessing the Top Card



**This prank requires a little advance preparation. On a piece of paper, write "Queen of Hearts" and put the note inside a sealed envelope. Then take that card from a deck, place it face down on a table, and put the envelope over it to hide the card.**

**1.** Ask your friend to shuffle the deck of cards and place it on the table, face down.

**2.** Casually bring out the envelope with the hidden card under it and drop it on the deck so the hidden card ends up on top of the deck, but covered by the envelope.



**3.** Tell your friend, "In this envelope I predicted the top card."

**4.** Push the envelope off the deck.

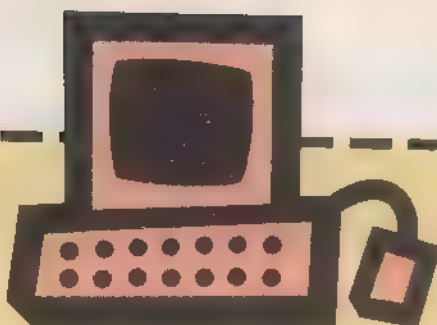


**5.** Open the envelope and read the note that identifies the top card as the Queen of Hearts.

**6.** Then have your friend turn it over—and wow, you called it.

**So there you have it—three magic pranks to get you started. When your friends ask how you do them, just say, "Can you keep a secret?" When they say yes, tell them, "I can, too." Then walk away with a knowing smile!**





**\* welcome\* to DISNEY ADVENTURES on**

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# Master of the Great Escape



Handcuffs, jail cells, bank vaults, chains—nothing could hold **HARRY HOUDINI**.

From the time he was 17, the world's greatest escape artist tempted death every day and escaped unharmed. Jumping off bridges while chained, getting sealed inside escape-proof boxes—it was all no big deal for the great Houdini.



WRITTEN  
BY CHRIS  
LARSON





**DANGER DANGER DANGER**  
**PLEASE**  
**DON'T TRY**  
**THESE STUNTS**  
**AT HOME—**  
**THEY'RE**  
**EXTREMELY**  
**DANGEROUS**  
**DANGER DANGER DANGER**





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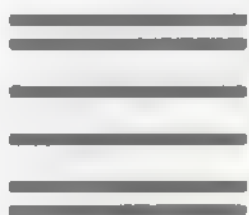
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# GREAT ESCAPES

**F**or one of his amazing stunts, Houdini, chained and sealed inside this wooden box, was lowered into New York Harbor. When he swam to the surface minutes later, spectators were shocked. They never learned Houdini's secrets. But thanks to clues left by his assistants, letters and stage equipment, we've learned how he pulled off his most famous escapes.

One thing is certain: Houdini had incredible muscle control. This was essential to his success, so he kept in shape. Houdini was so strong he boasted that he could take any punch. But on Halloween night in 1926, a young boxer punched Houdini without warning. A few hours later, the escape artist was dead at 52—after a lifetime of death-defying feats like those described on the following pages.





# HOUDINI'S DEATH-DEFYING MYSTERY

ESCAPE FROM A GALVANIZED IRON CAN FILLED WITH WATER  
AND SECURED BY MASSIVE LOCKS.



FAILURE MEANS A  
DROWNING DEATH



# THE MILK-CAN ESCAPE

**WHEN:** January 5, 1908

**WHERE:** Chicago, Illinois

**THE CHALLENGE:** While handcuffed, Houdini had to escape from a large, metal milk-can filled with water.

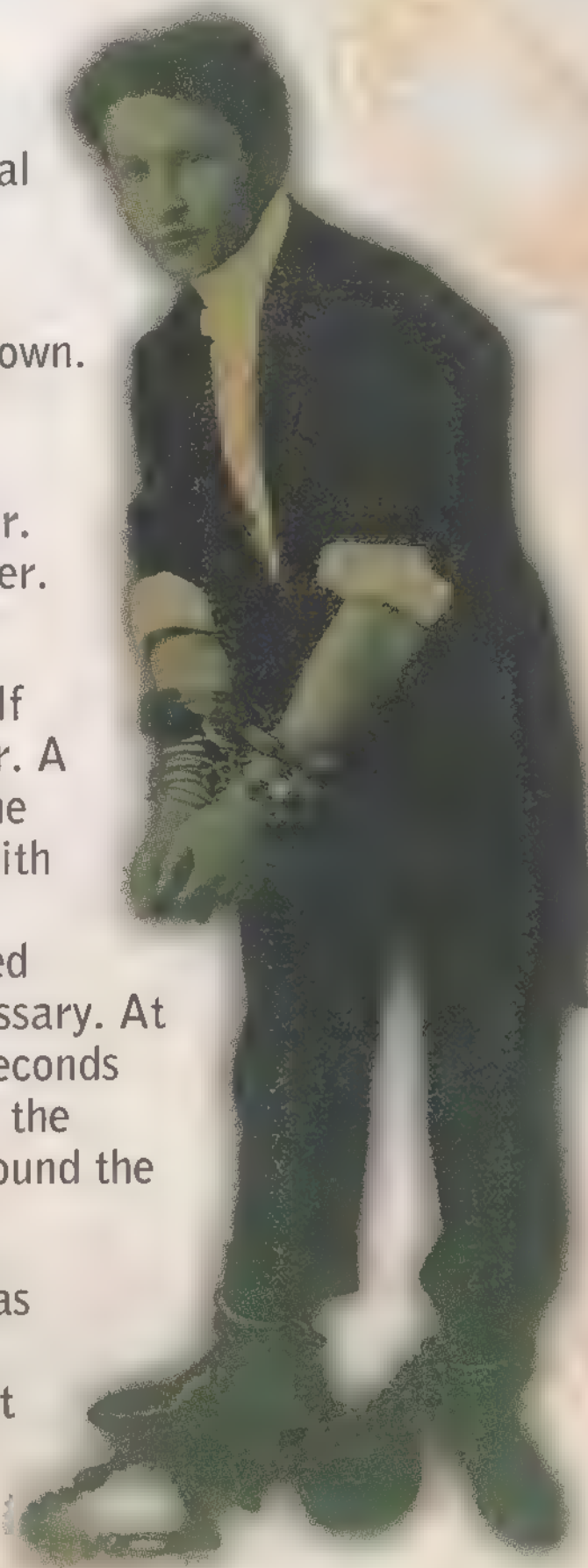
**THE DANGER:** If Houdini didn't free himself within four minutes, he would drown.

## **THE MILK CAN:**

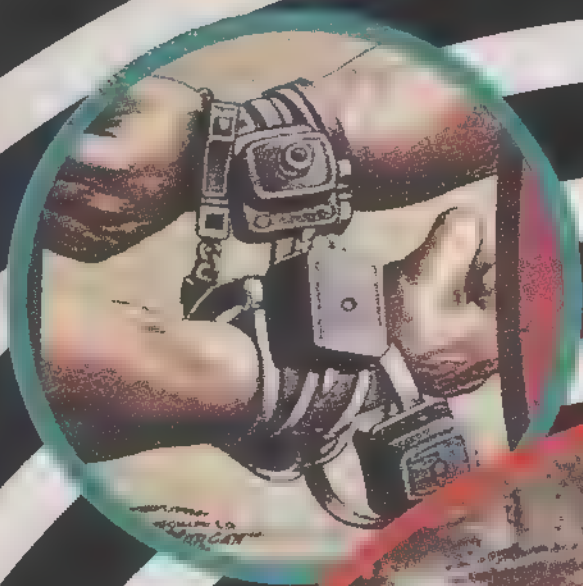
- It was made of iron, stood about 48 inches high and had a sloping shoulder.
- There were two handles on the shoulder.
- The lid fastened with six padlocks.

**THE ESCAPE:** Houdini squeezed himself into the can, spilling water onto the floor. A cabinet was placed over the milk can. The audience tried to hold its breath along with Houdini, but failed. After one minute, Houdini's assistant Franz Kukol appeared with an ax to break open the can if necessary. At three minutes, he raised the ax. Thirty seconds later, a drenched Houdini emerged from the cabinet. Opening the can, his assistant found the handcuffs inside!

**HOW HOUDINI DID IT:** The can was rigged—it opened at the shoulder. All Houdini had to do was release two secret catches inside the can and stand up, pushing hard with his torso. The top half of the can came off. Then Houdini, as usual, used a hidden pick to remove the cuffs. Tiny airholes in the top of the can would let Houdini breathe if anything went wrong. This was one of Houdini's most popular escapes for many years.







**HARRY HOUDINI** THE JAIL  
INTRODUCING HIS LATEST & GREATEST  
**PRISON CELL** & **DAVE**



# THE GUITEAU JAILBREAK

**WHEN:** January 6, 1906

**WHERE:** Murderer's Row in Washington, D.C.

**THE CHALLENGE:** Break out of the escape-proof cell that had once held Charles Guiteau, the man who shot President James Garfield.

**THE DANGER:** Murderer's Row was a corridor where eight jailed prisoners awaited judgment or execution. Houdini was handcuffed and locked in the Guiteau cell with a dangerous murderer.

**THE CELL:**

- The brick walls were three feet thick.
- The barred door was sunk into the wall three feet back from the corridor.
- A heavy metal arm held the door closed. The metal arm ran three feet straight out to the corridor and angled around the corner to fit over a hasp on the corridor wall. The keyhole could not be reached from the cell.

**THE ESCAPE:** Guards put the Handcuff King into the cell naked to make sure he didn't hide tools in his clothes. After half an hour, Houdini strolled into the guard's office. Rushing to the cells, the warden found every killer locked in a different cell!

**HOW HOUDINI DID IT:** Houdini and two assistants probably toured the cell the day before the escape. One assistant secretly made a wax impression of the lock to make a duplicate key. The other concealed thin metal tubes and a ratchet device in the cell. Houdini swallowed the key while he was searched, then unswallowed it later. In the cell, he assembled the steel rods into an arm with an elbow joint that could reach around the corner to the corridor. He fit the key into the lock and rotated the arm with the ratchet. Once out, he unlocked the other cells and moved the prisoners around before anyone knew what was happening.





# HOUDINI

PRESENTS  
HIS OWN ORIGINAL INVENTION  
THE GREATEST SENSATIONAL MYSTERY  
EVER ATTEMPTED IN THIS OR ANY OTHER AGE



**\$1,000 REWARD** TO ANY ONE PROVING THAT IT IS POSSIBLE  
TO OBTAIN AIR IN THE "UP-SIDE-DOWN" POSITION IN WHICH HOUDINI  
RELEASES HIMSELF FROM THIS WATER FILLED TORTURE CELL



# THE CHINESE WATER TORTURE CELL

**WHEN:** 1913

**WHERE:** New York City

**THE CHALLENGE:** Escape from a water-filled glass cabinet while hanging upside down from locked stocks.

**THE DANGER:** Once again, if Houdini didn't escape, he would drown.

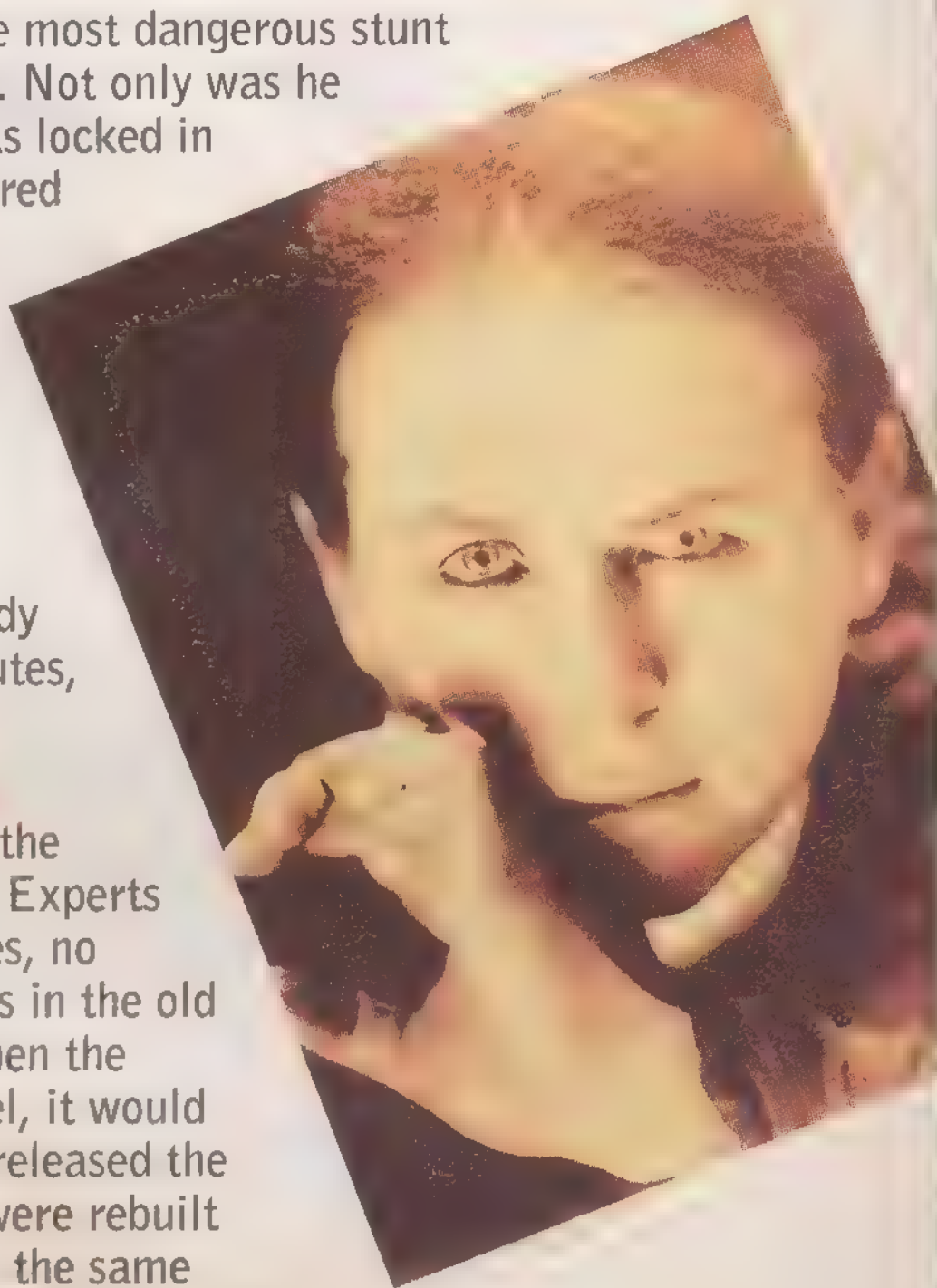
**THE CABINET:**

- Three sides were made of solid mahogany.
- One side was made of glass.
- The foot stocks were locked with two padlocks.

**THE ESCAPE:** This was the most dangerous stunt Houdini performed on stage. Not only was he underwater, but his body was locked in position. His assistants secured his feet in the stocks, hoisted him into the air with a rope, and lowered him into the cabinet. One assistant padlocked the cabinet shut and pulled a curtain across the glass windows. Another stood ready with an ax. After three minutes, Houdini reappeared.

**HOW HOUDINI DID IT:**

No one knows! To this day, the solution remains a mystery. Experts have found no secret airholes, no trick locks or escape hatches in the old cabinet. Some think that when the water reached a certain level, it would operate a secret catch that released the stocks. Even if the cabinet were rebuilt today, only someone exactly the same height and weight as Houdini could test it because it was made only for him.





# HOUDINI'S SECRETS REVEALED!

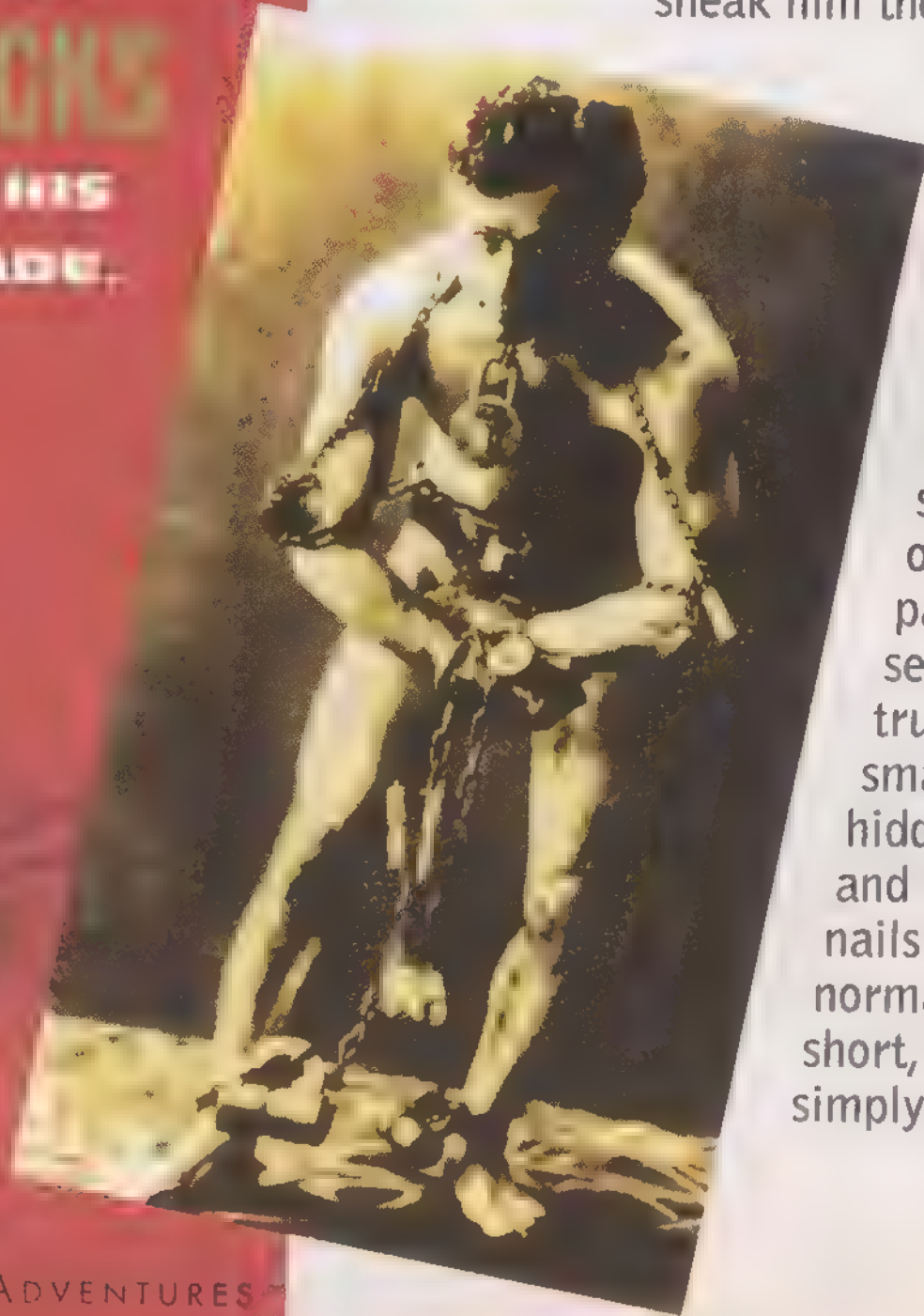
HOW DID  
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ACCOMPLISH  
HIS  
AMAZING  
ESCAPES?  
READ ON  
TO LEARN  
THE  
TRICKS  
OF HIS  
TRADE.

## EVERY LOCK HAS A KEY

**H**oudini's sharp mind contributed greatly to his success. To be caught without a surefire escape plan could easily mean Houdini's death, so he spent six to 10 hours every day studying locks and designing gadgets in his lab. He learned from locksmiths, and studied the original inventors' designs of every lock made in the United States, France, Germany and Great Britain.

Houdini learned to pick most locks with a toothpick, a large staple or a tiny piece of wire. But usually, he just used a key—he carried at least 61 keys with him wherever he traveled. He learned to recognize any padlock instantly so he could signal his assistants to sneak him the right key. He

discovered that certain cuffs would open with a simple, sharp rap at the right place. For this purpose, he designed a metal strip to wear on one leg under his pants. He designed secret doors in trunks, metal cutters small enough to be hidden under a ring, and fake screws and nails that looked normal but were very short, allowing him to simply push off a lid.





## USE YOUR MUSCLES

**D**angling upside down from a steel girder 50 feet above the New York City streets, strapped into a straitjacket, Houdini needed every bit of strength he could get. When his assistants put him into the jacket, he would expand his muscles. That way, the jacket wasn't ever supertight. Once it was on, Houdini would relax, and it would feel a little looser.



Suspended from the girder, Houdini used his powerful arms and chest to twist his body

until he could reach the buckles. His fingers, as strong as steel, unfastened the buckles through the thick canvas jacket. In full view of the cheering crowds below, he finally tore the jacket from his body.

Houdini's amazing muscle control allowed him to perform feats impossible for other human beings. He learned to hold his hands and arms just right when being tied or cuffed to gain enough space to free himself. He could hold his breath for three or four minutes, partially swallow—and then unswallow—small objects and oh-so-carefully use the tiniest pick to release the most difficult locks in the world.

His strength came from a lifetime of strict discipline and constant physical training. Houdini never touched alcohol or cigarettes. He exercised like a maniac and constantly flexed his hands to keep them strong and limber. And he even took ice-

cold baths to prepare for the shock of frigid water when he jumped off bridges.





A horse named  
Sardula speeds to  
a win at Churchill  
Downs, 1994.






BY DAVID WALDSTEIN

# HORSE

## SENSE



**Ramon Perez** is 17, but unlike most guys his age, he doesn't want to get any taller. That's because he's a professional jockey who rides thoroughbred racehorses for a living.

Jockeys need to be small—most don't stand much taller than 5 feet—so the horse doesn't have to lug a lot of extra weight around the track. Perez is 5 feet 6 inches tall and weighs 109 pounds. If he grows much taller, he might have to give up riding professionally. But for now, he's just happy to be a jockey.

Ever since Ramon can remember, he's only wanted to do one thing—race horses. And he won the first race he ever rode in. On June 24, 1994, at Churchill Downs in Kentucky, Ramon climbed aboard a filly (a young female horse) named Alittle Grace and rode her all the way to victory.

"I was nervous beforehand,"

Ramon says. "But in the race, my instincts took over. It felt like I knew what I was doing. The filly really wanted to run. It kind of felt like she knew it was my first time. She was just dragging me along. She must have thought to herself, 'Ah, this kid's a little young. He doesn't know much.' I think horses are able to kind of sense that."

**RAMON PEREZ** IS ONE OF THE

COUNTRY'S BEST YOUNG JOCKEYS—EVEN

WHEN HE'S JUST HORSEING AROUND

Was that first win a fluke? Nope. Two days later, Ramon won his second race, and the racing world knew there was a new kid in town. And that new kid, well, he just likes to go fast.

"It's a rush to get on a horse and go that fast," he says. "You can go





**Ramon puts a horse through its paces at Belmont Racetrack.**

fast in a car or a truck, but on a horse you're outside with no windows. It's just amazing."

Ramon grew up in a racing family, so he spent a lot of time at the racetrack. His father, also named Ramon Perez, was a jockey, and Ramon's stepfather worked as an assistant horse trainer. Ramon would get up at 4 or 5 a.m. to help take care of the horses at the stables. He'd walk them after they exercised, brush and wash them, and tape their legs—all before the sun rose. Then Ramon had to go to school.

But all that dedication paid off. Ramon now supports himself by riding at New York's Aqueduct Race Track—one of the best tracks in the country. He is considered one of the top jockeys there. But even if he weren't getting paid, Ramon would still be riding.

"I didn't come into the business to

make money," he says. "If you took the money away from me now, I couldn't care less. It's because I love riding."

Ramon also loves winning. But even good jockeys lose once in a while.

"When you win, people at the track say, 'Hey, you rode a good race yesterday.' I like that. But when you don't win, you've got fans saying,

**GROWING UP, RAMON GOT UP AT 4 OR 5 A.M.**

**EVERY DAY TO TAKE CARE OF THE HORSES**

**NOW, ALL THAT DEDICATION HAS PAID OFF**

'Hey, you bum.' And they say a lot worse. Even if the horse is no good, they want you to carry it home. But you can't carry a horse...it's too big."



# RACING'S

## TRIPLE CROWN

The Triple Crown is horse racing's Super Bowl, World Series and Stanley Cup rolled into one. It consists of three races held at different tracks during the spring.



### KENTUCKY DERBY

**Where:** Churchill Downs in Louisville, Kentucky.

**Distance:** 1¼ miles

**Record Run:** One minute, 59⅔ seconds, set by Secretariat in 1973 on his way to winning the Triple Crown.



### PREAKNESS STAKES

**Where:** Pimlico Race Course in Baltimore, Maryland.

**Distance:** 1⅓ miles

**Record Run:** One minute, 53⅔ seconds, set by Tank's Prospect in 1985.



### BELMONT STAKES

**Where:** Belmont Park in Elmont, New York.

**Distance:** 1½ miles

**Record Run:** Two minutes, 24 seconds, set in 1973 by Secretariat, who won by 31 lengths and won the Triple Crown. That's called winning in style.

## JOCKEY GLOSSARY

**Closer:** A horse that comes on strong at the end of a race.

**Colt:** A young male horse.

**Filly:** A young female horse.

**Groom:** Someone who brushes, washes and tapes a horse.

**Gallop boy:** After the horse's morning workout, the gallop boy or girl (sometimes called a "hotwalker") takes the horse on a short walk (with no rider) to cool it down.

**Hand-riding:** When a jockey doesn't use a whip and keeps both hands on the reins.

**Length:** The length of a horse. This is used to measure the distance between horses during a race.

**Mare:** A female horse.

**Mudder:** A horse that likes to run in the mud.

**Pacesetter:** A horse that takes an early lead and sets the race's pace.

**Place:** To finish second in a race.

**Post parade:** A circuit the jockeys take their horses around prior to a race so fans can see the horses.

**Show:** To finish third in a race.

**Sprinter:** A horse that does well in short races.

**Stuck behind a dead horse:** When you're behind a horse that won't win, but you can't get out from behind it.

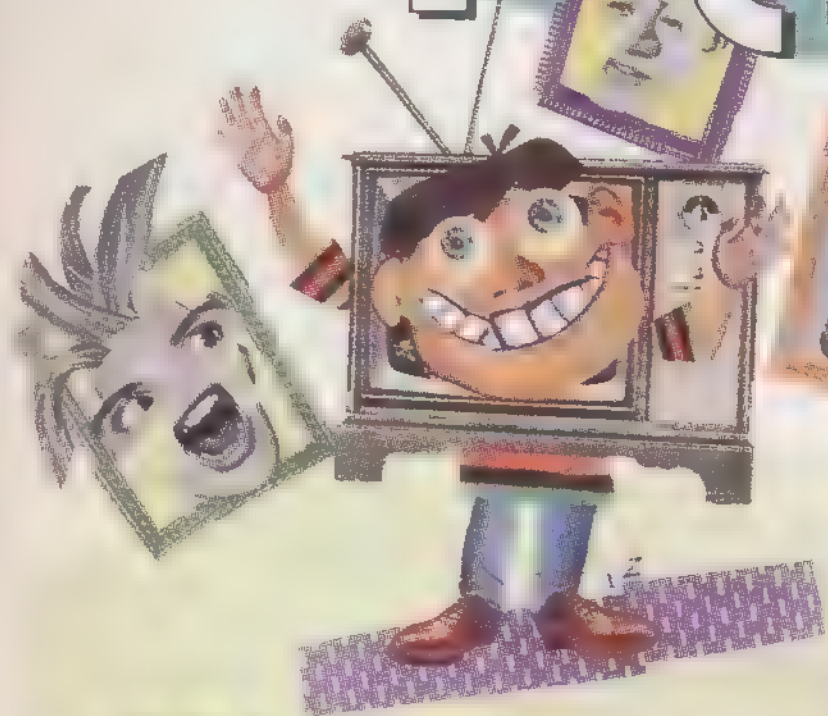
**Stuck on the rail:** When your horse is next to the inside rail and can't get out because it's boxed in by other horses.

**Trainer:** Like a team coach, this person gets the horse ready for the race, chooses the jockey, and maps out race strategy.





# weird yet true



## What's in a Name?

Turkish towels are French. **India** ink comes from **China**. Panama **hats** originated in **Ecuador**. Spanish **MOSS** is neither moss nor Spanish. Danish **pastries** were not invented in Denmark.

Hi,  
Mom.

One

in every

four

Americans  
has appeared on  
television.

**T**he average person

Spanish **rice** was not invented in Spain. **Russian** dressing is unknown in **Russia**.

English muffins were not invented in **England**.



# Nice hobby, Buster!



For nearly **40** years,  
Buster Lamont of  
Tupelo, Mississippi, sat  
on his porch cutting his  
toenails and putting  
the clippings into jars.  
In 1989, he had  
amassed a collection of

**625**

mason jars filled with his  
own toenail clippings. He  
proudly displayed his  
collection along one wall in his  
living room.

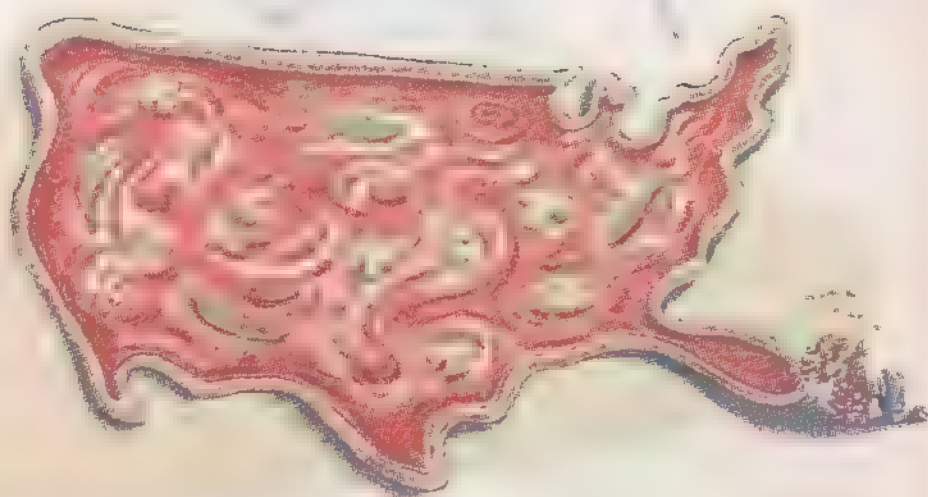
has **1,460** dreams in a year.

Hold the

**Anchovies...**

Each day, Americans eat

**7.5**  
acres of pizza.



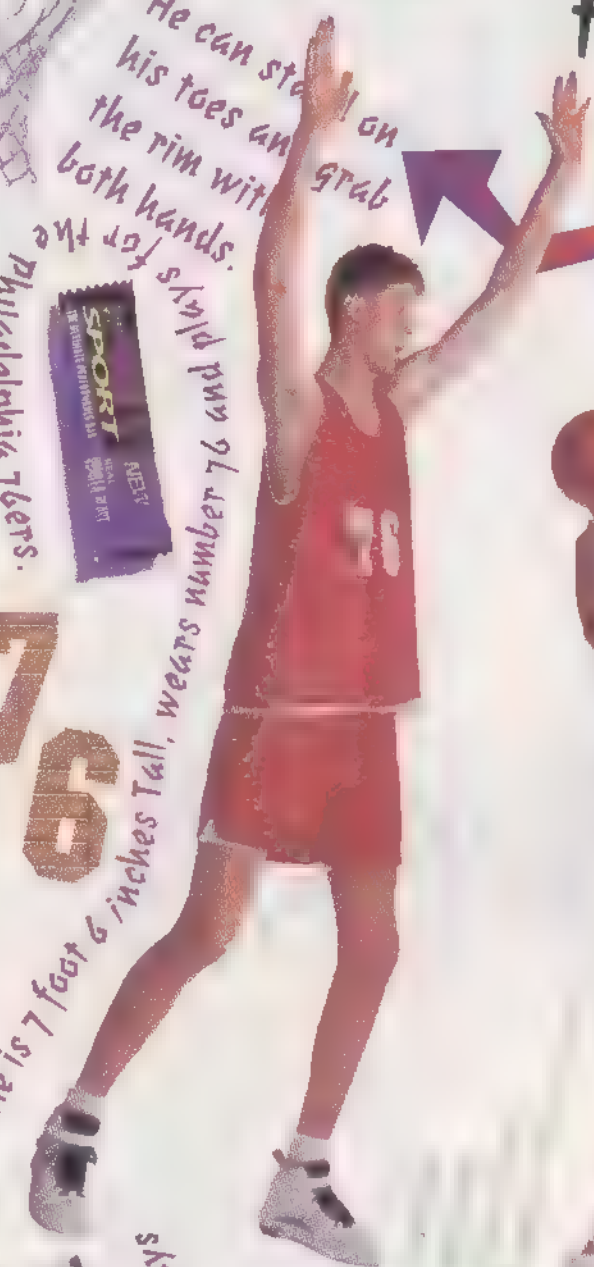


# No one is too Tall to take on WITH TIGER SPORT

Shawn Bradley is one of the tallest players in the NBA.

He can stand on his toes and grab the rim with both hands.

He is 7 foot 6 inches Tall, wears number 76 and plays for the Philadelphia 76ers.



What if you had to go up against NBA tallman Shawn Bradley? Do you think you could take him on? Only if you had a Tiger Sport nutrition snack. **Head up against him!**

Try shooting a basket over this guy! Shawn is one of the best shot blockers in the league. He also averages 5 points and 7 rebounds per game.



16

REAL CHOCOLATE BLAST

As the center for the 76ers, Shawn must play against other big guys like Patrick Ewing, Hakeem Olajuwon, David Robinson, and Shaq. How does he get ready to play these monsters? Hours of practice and plenty of Tiger Sport nutrition snacks.



You can eat Tiger Sport bars, too. They're great tasting after school snack loaded with energy. Tiger Sport is in any convenience store.

**Now** that you've gone head-to-head with Shawn Bradley and have a Tiger Sport bar in your back pocket, you can take on



TIGER'S MILK **TIGER SPORT**



# COMIC ZONE



WELCOME TO THIS MONTH'S COMIC ZONE

Just like real folks, comics character have hometowns:

Bonkers and Lucky patrol Hollywood, Scrooge McDuck lives in Duckburg, Darkwing hangs out across the river in St. Canard, and the Talespin crew flies around Cape Suzette. This month we go back in time to learn the origin of Spoonerville, Goofy and Max's hometown. Since it involves Goofy and a stick of dynamite, I'm amazed that Spoonerville ever got built!

## GOOF TROOP

in "Losted Founder's Day" .....PAGE 50

## BONKERS

in "The Temple of Doom," **Part 2**...PAGE 66

## DARKWING DUCK

in "Cogito Ergo Something" .....PAGE 73

Let me know what you think. Write to me:

Heidi MacDonald  
**DISNEY ADVENTURES**  
114 Fifth Avenue  
New York, NY 10011  
E-Mail: ComixAce@AOL.COM

ADVENTURE ON!







THE EARLY HISTORY OF SPOONER VALLEY IS A MYSTERY.

SOME SAY THAT **PROSPECTORS** WERE THE FIRST PEOPLE HERE...

--- BUT NO GOLD HAS EVER BEEN FOUND ANYWHERE NEARBY. IT MIGHT HAVE BEEN **SETTLERS**...

--- BUT **GEOLOGISTS** TELL US THAT SPOONER LAKE WASN'T FORMED UNTIL THE 1800S. WHY WOULD ANYONE TRY TO FARM A DRY, DESERT VALLEY?

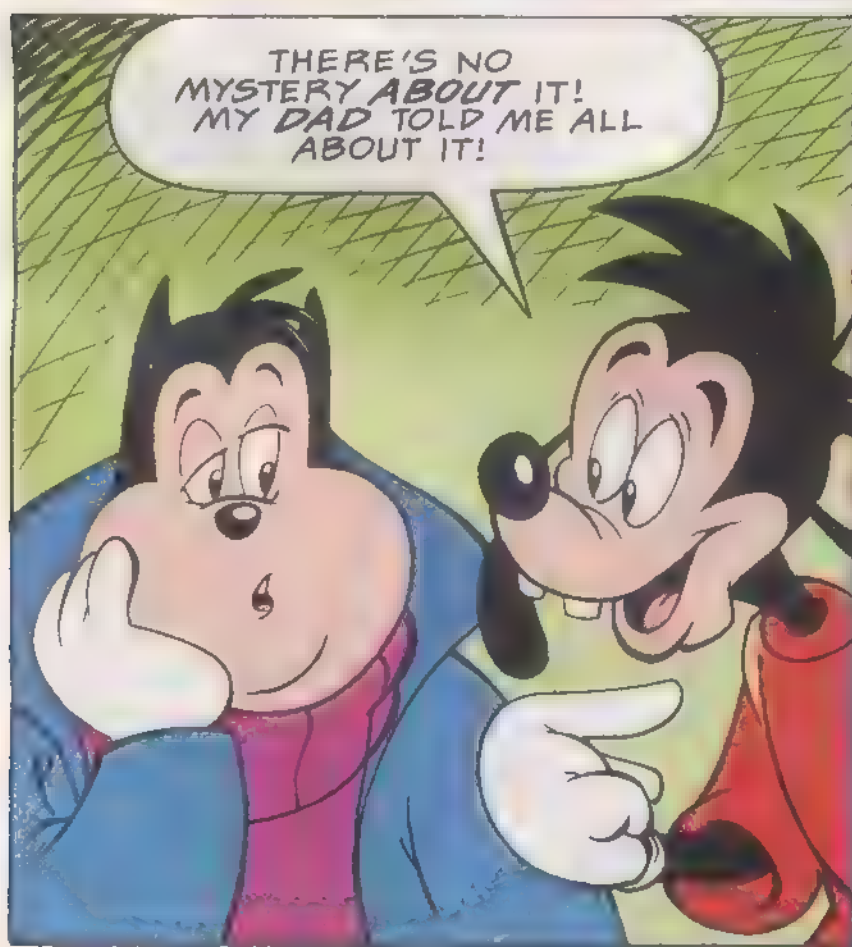
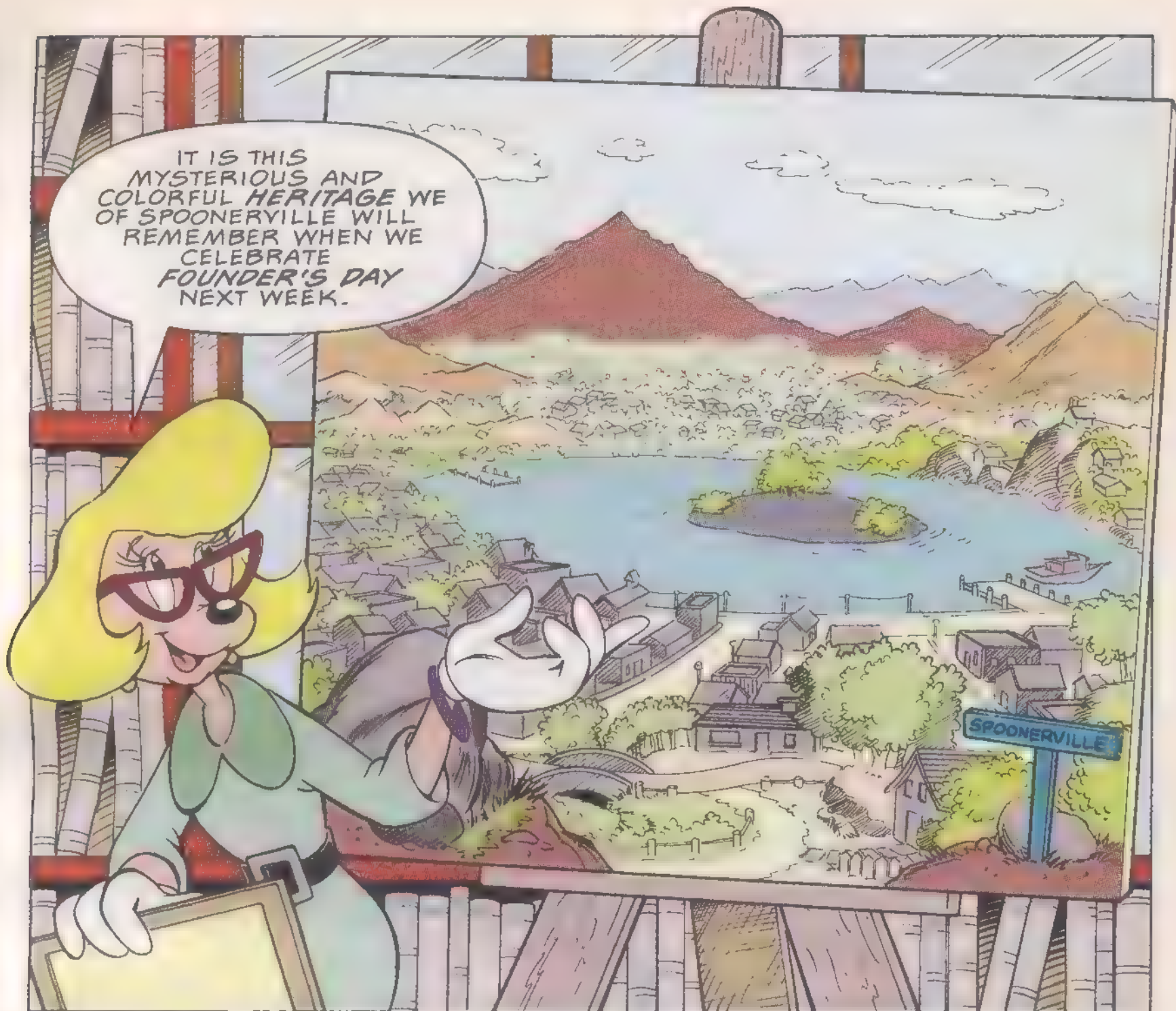
TRADITION SAYS THAT **FARMER SPOONER** WAS THE FIRST SETTLER HERE...

GEE, MAX-- THIS IS BORING!

--- AND **FOLKLORE** SAYS THAT HE AND HIS MULE DUG THE LAKE IN A SINGLE DAY.

IF THEY DON'T KNOW WHAT HAPPENED, WHY ARE THEY MAKING US **STUDY** IT?



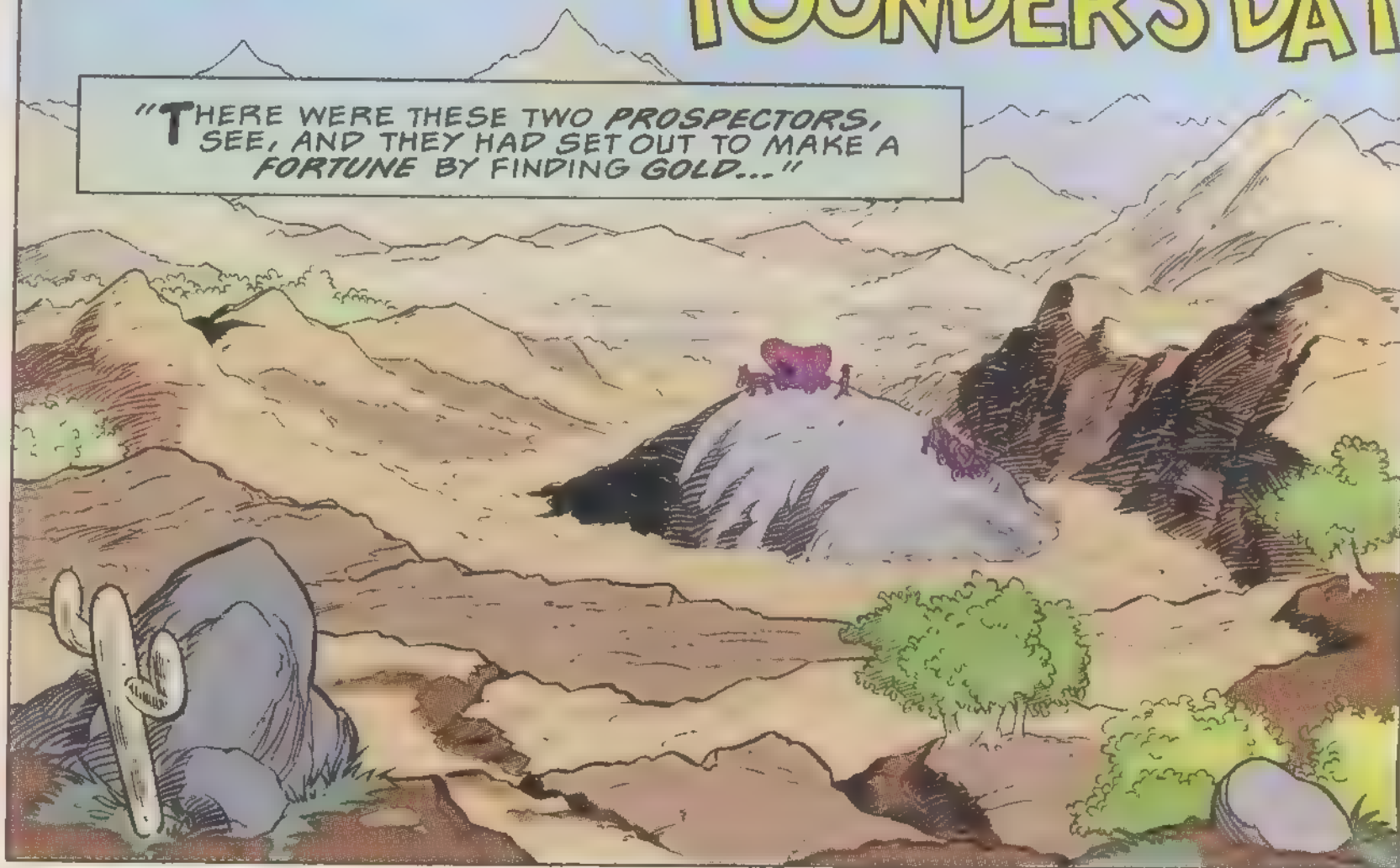




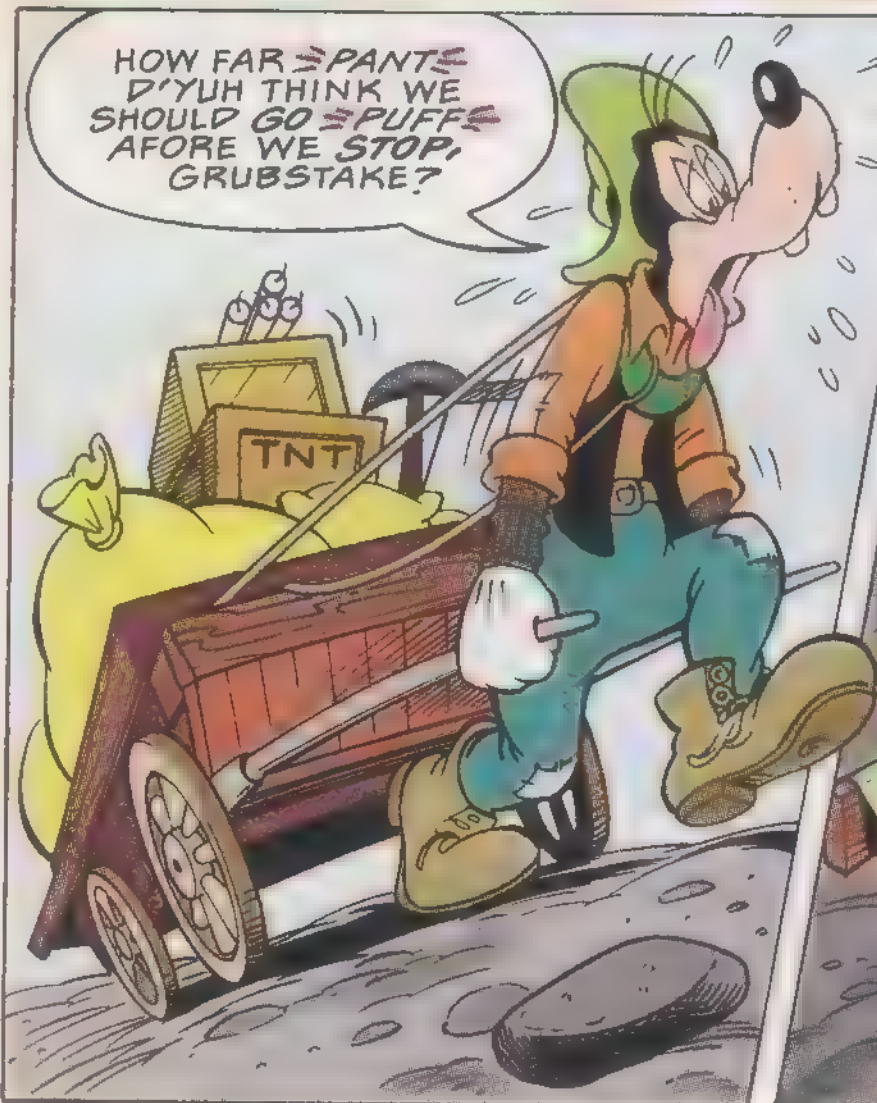
# GOOF TROOP

## "LOSTED FOUNDER'S DAY"

"THERE WERE THESE TWO PROSPECTORS,  
SEE, AND THEY HAD SET OUT TO MAKE A  
FORTUNE BY FINDING GOLD..."



HOW FAR ~~PANTE~~  
D'YUH THINK WE  
SHOULD GO ~~PUFFE~~  
AFORE WE STOP,  
GRUBSTAKE?

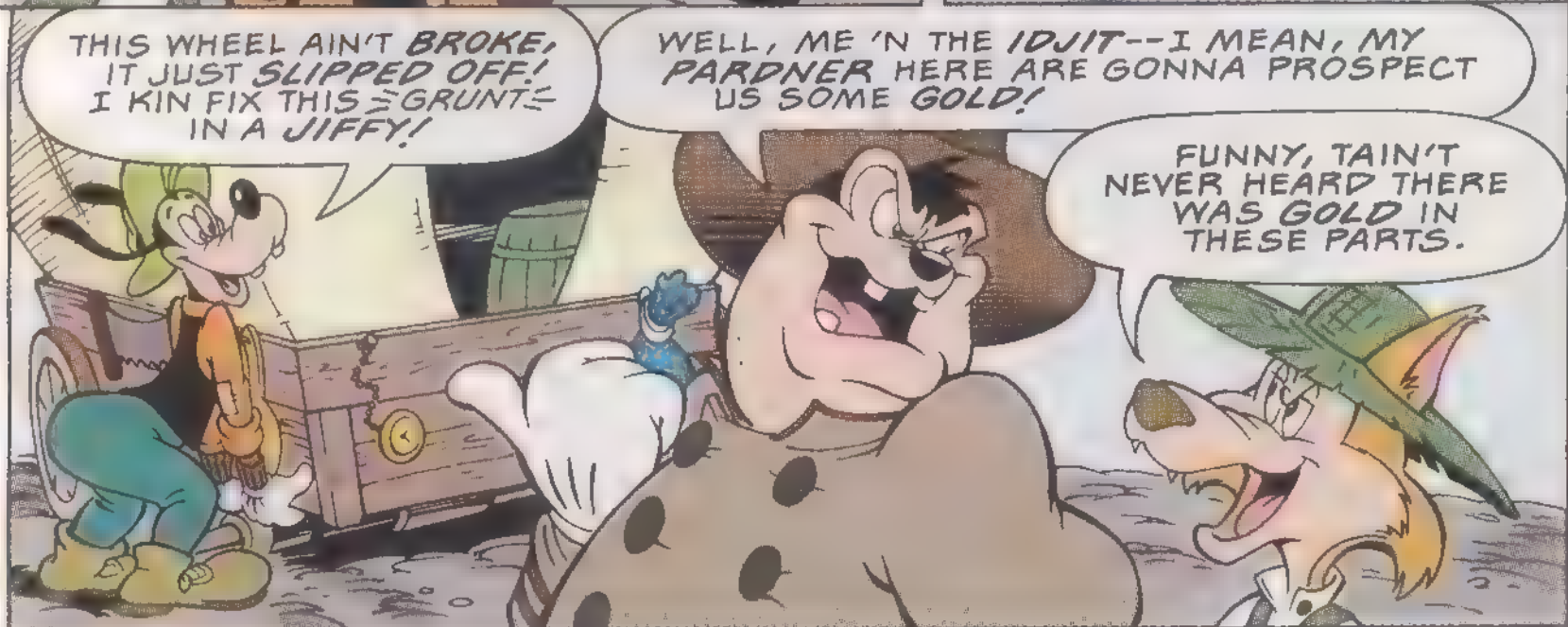
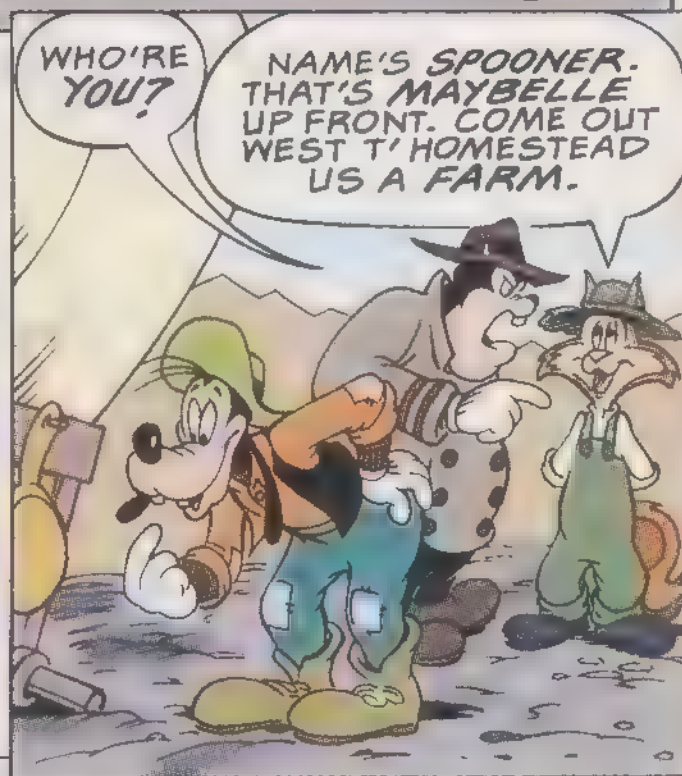
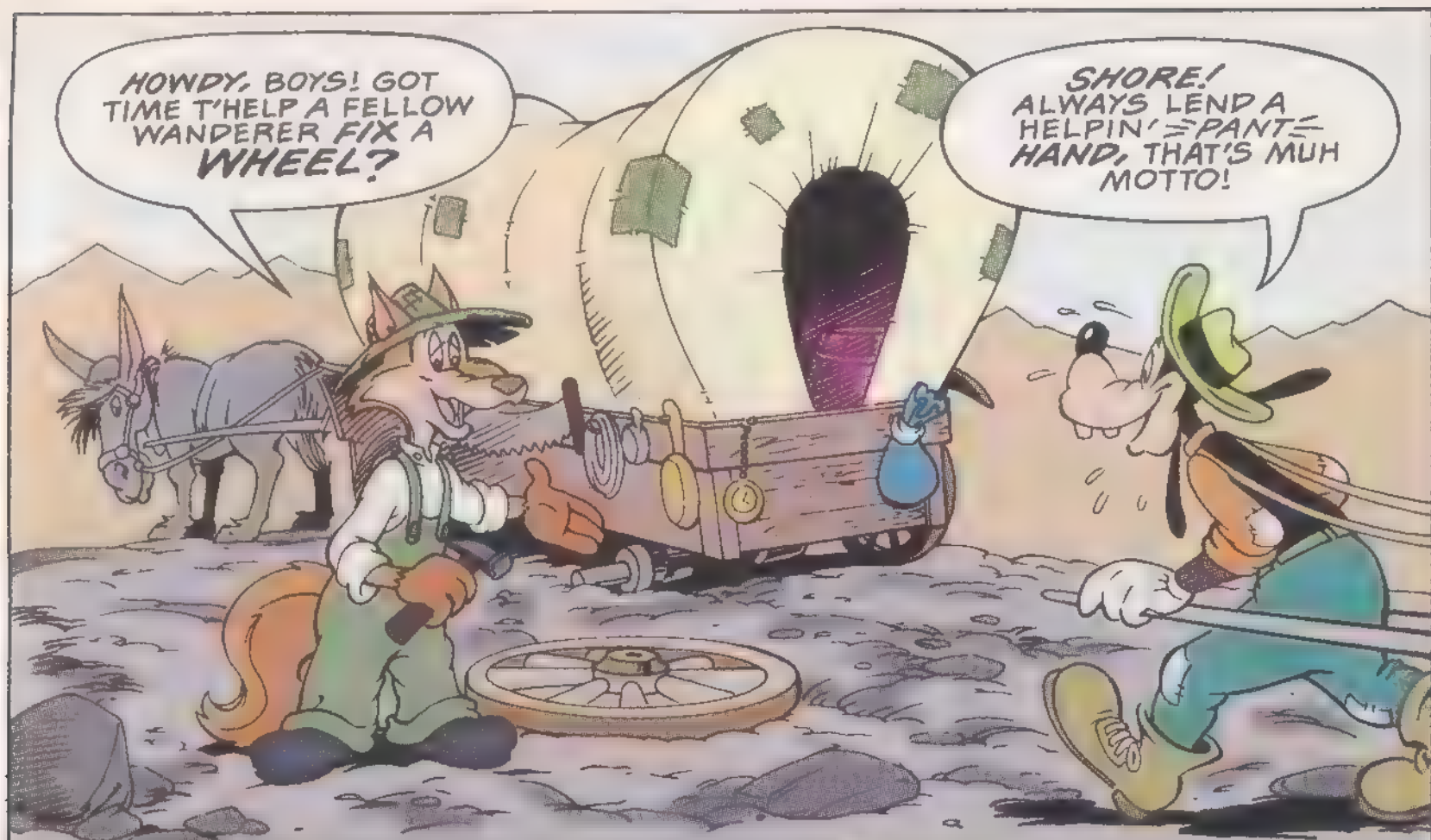


I THINK I KIN HOLD  
OUT TILL WE GET TO TH'  
TOP O' THIS HILL,  
PAL!

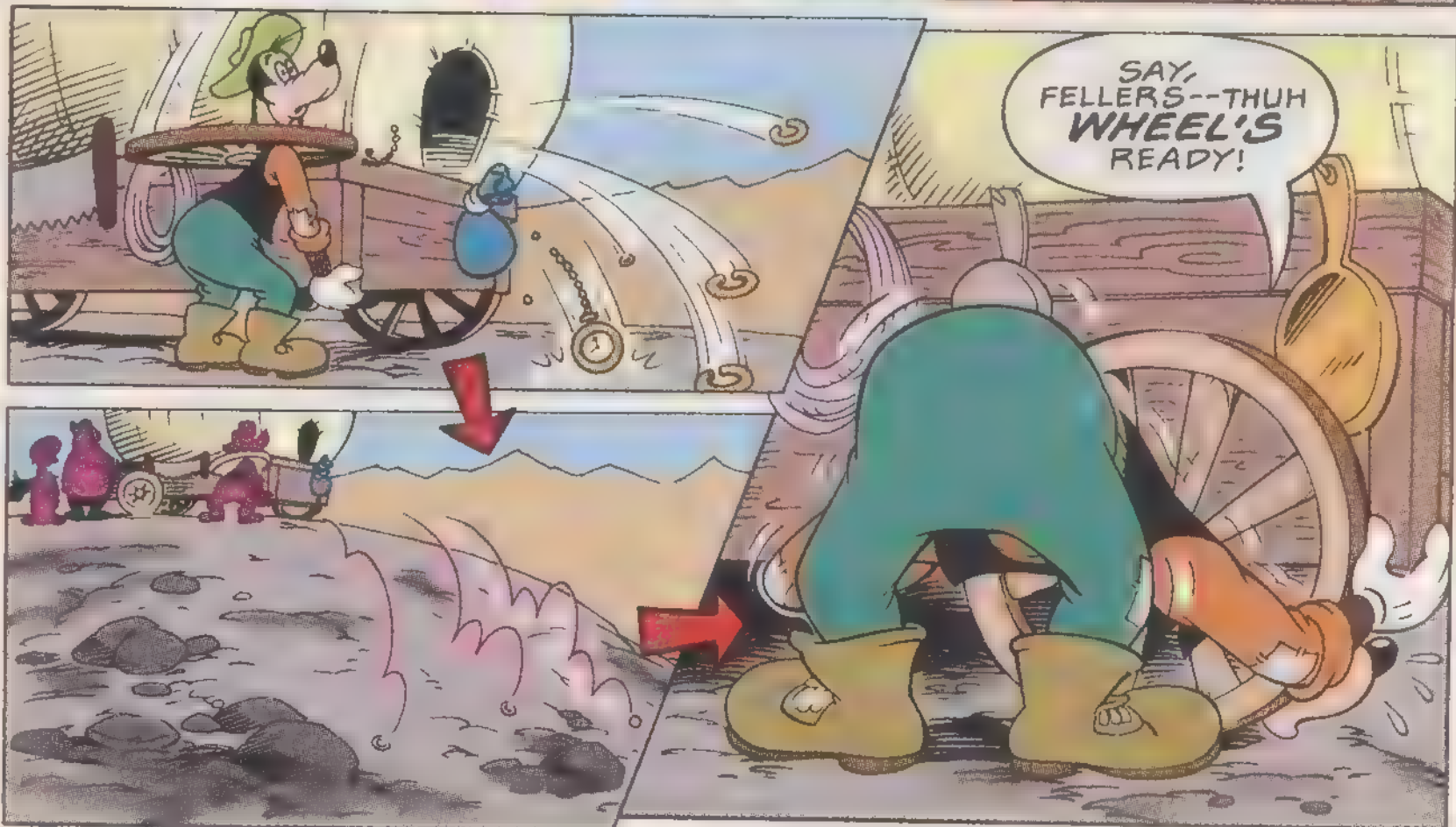
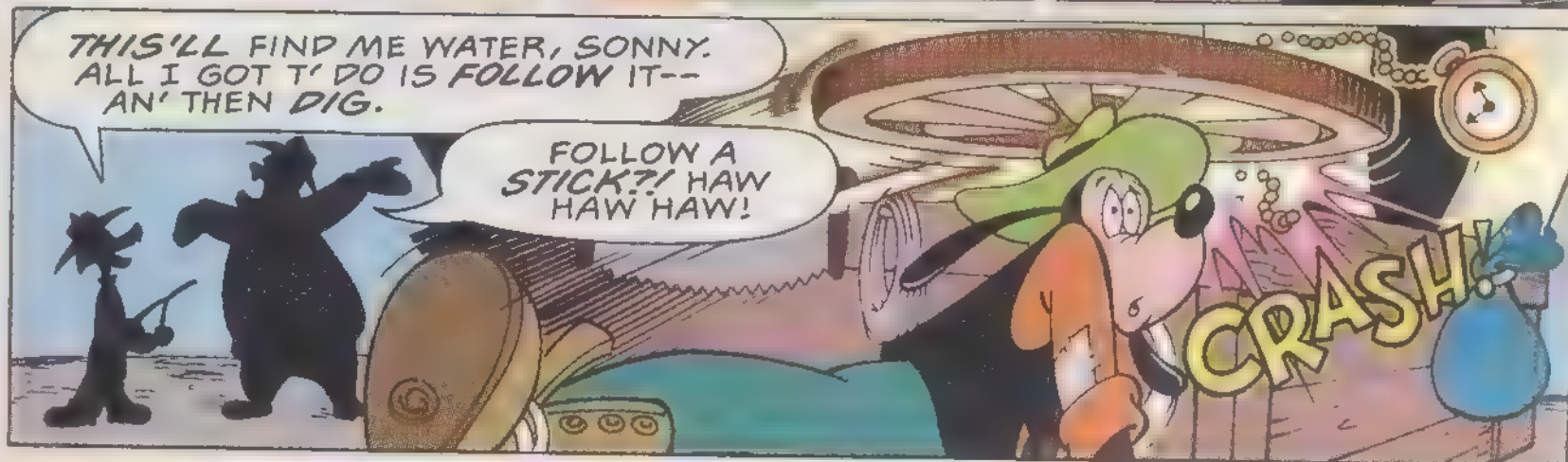
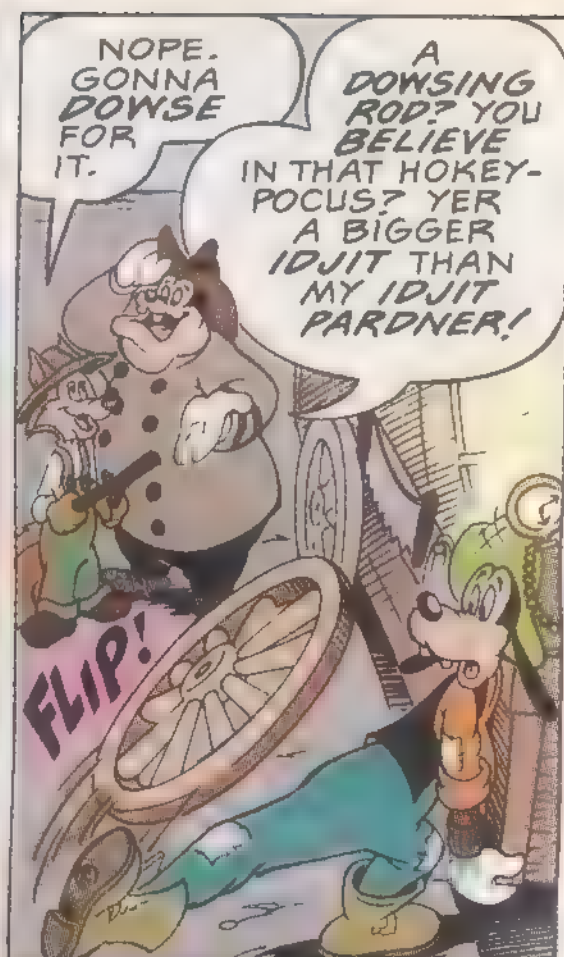
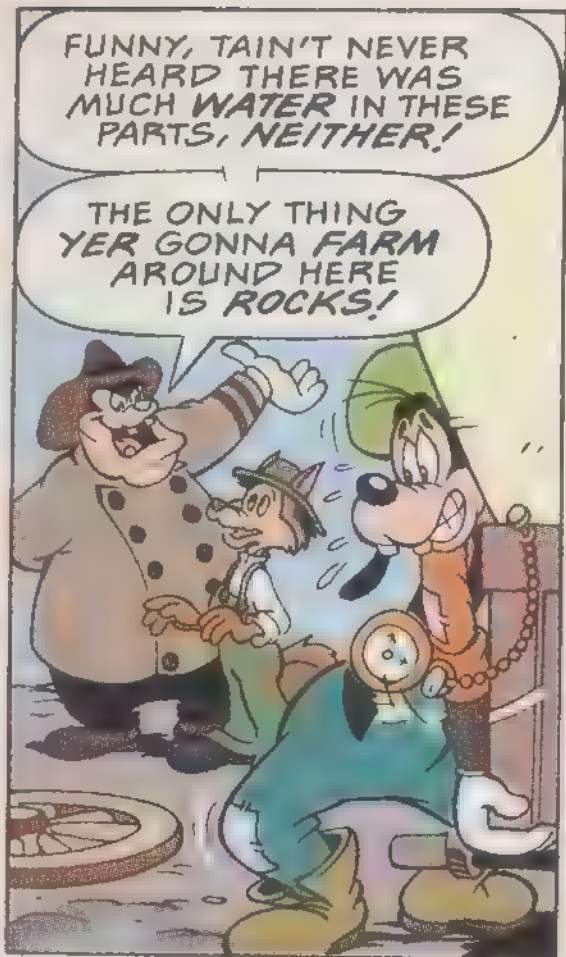
THEN WE  
KIN TAKE US  
A LOOK  
AROUND!



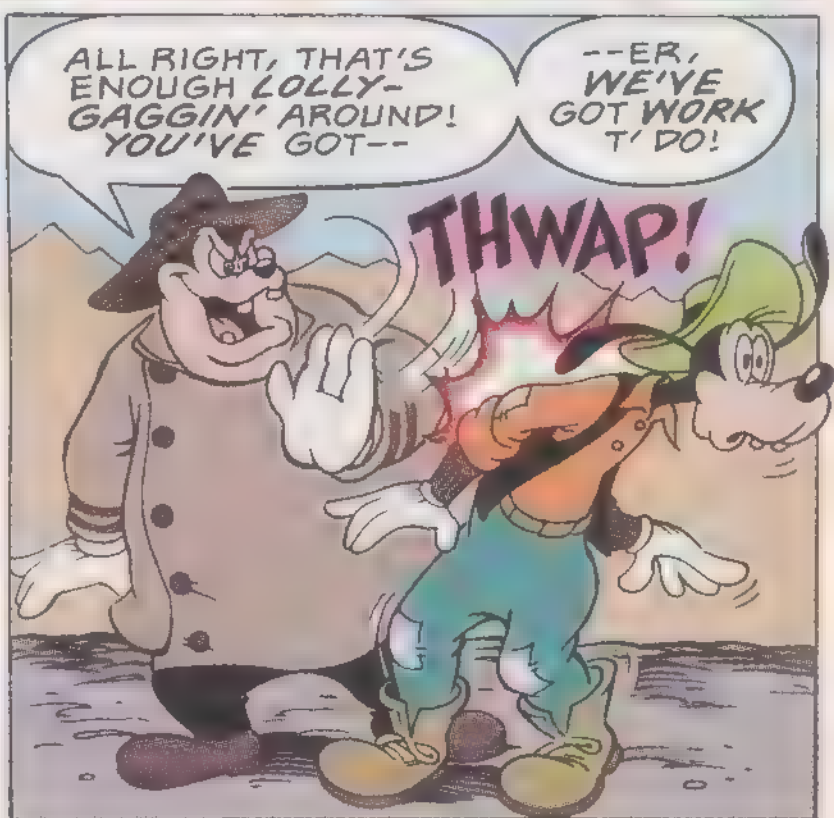
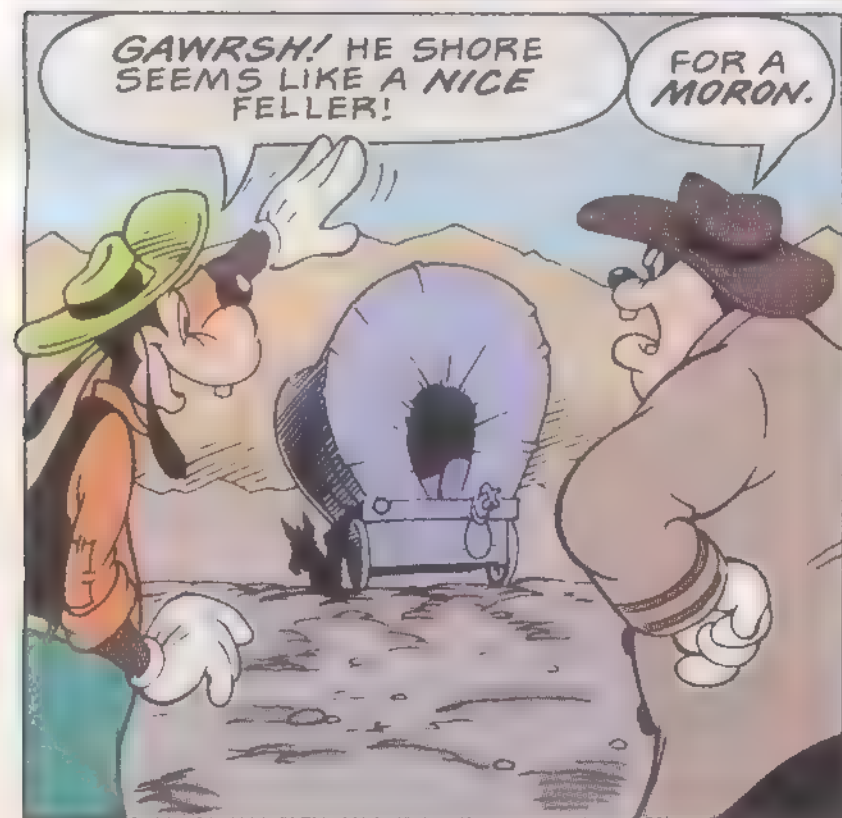
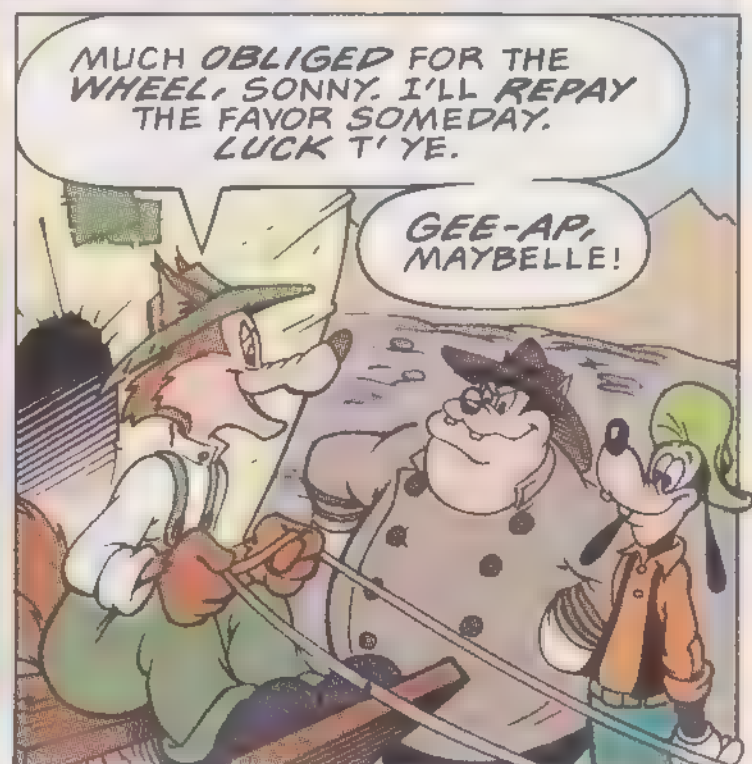
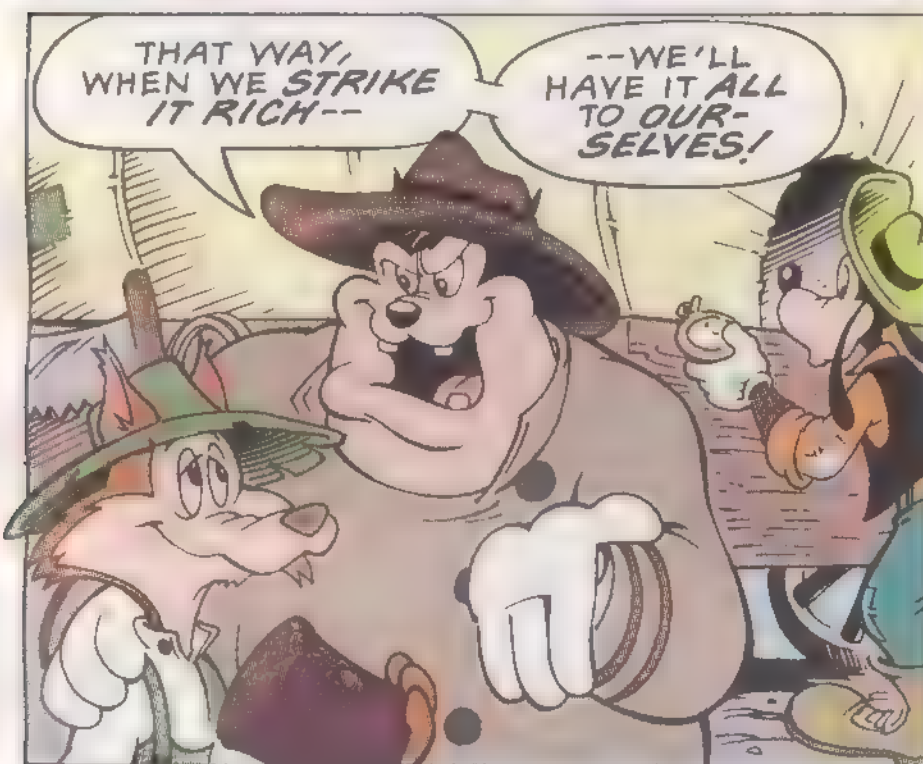
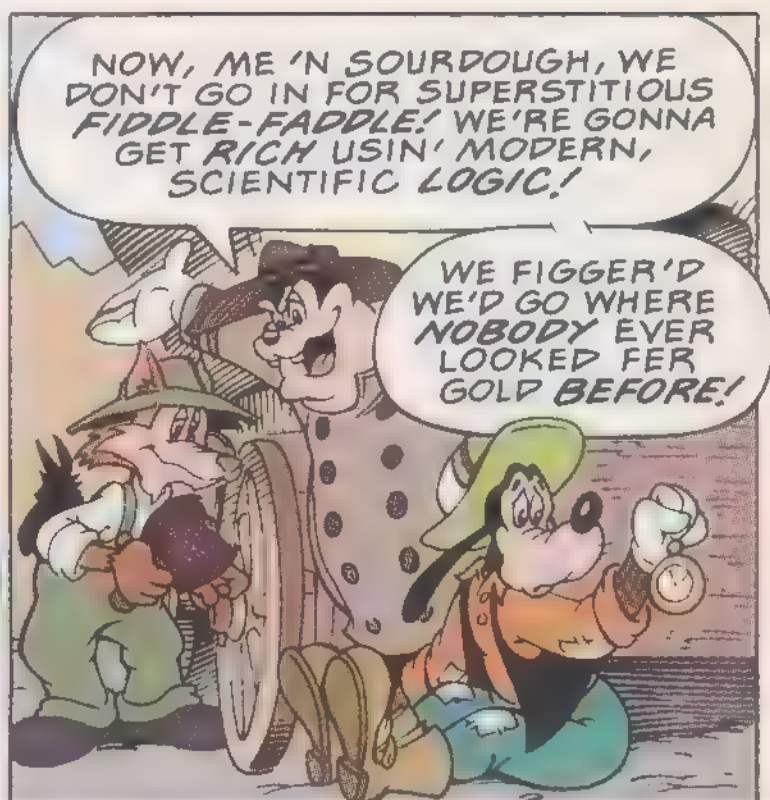
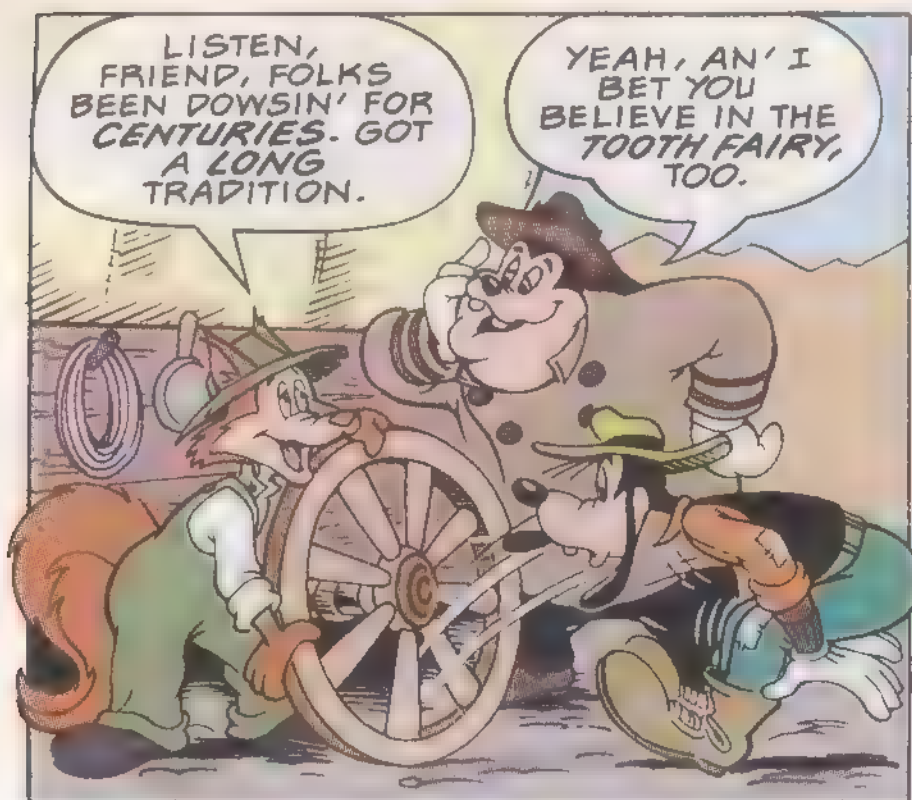




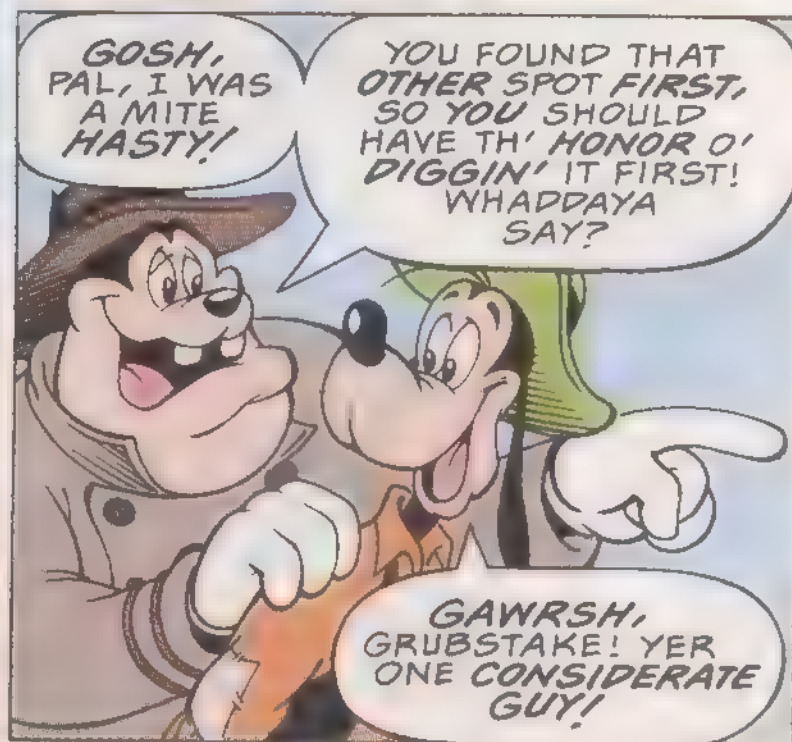
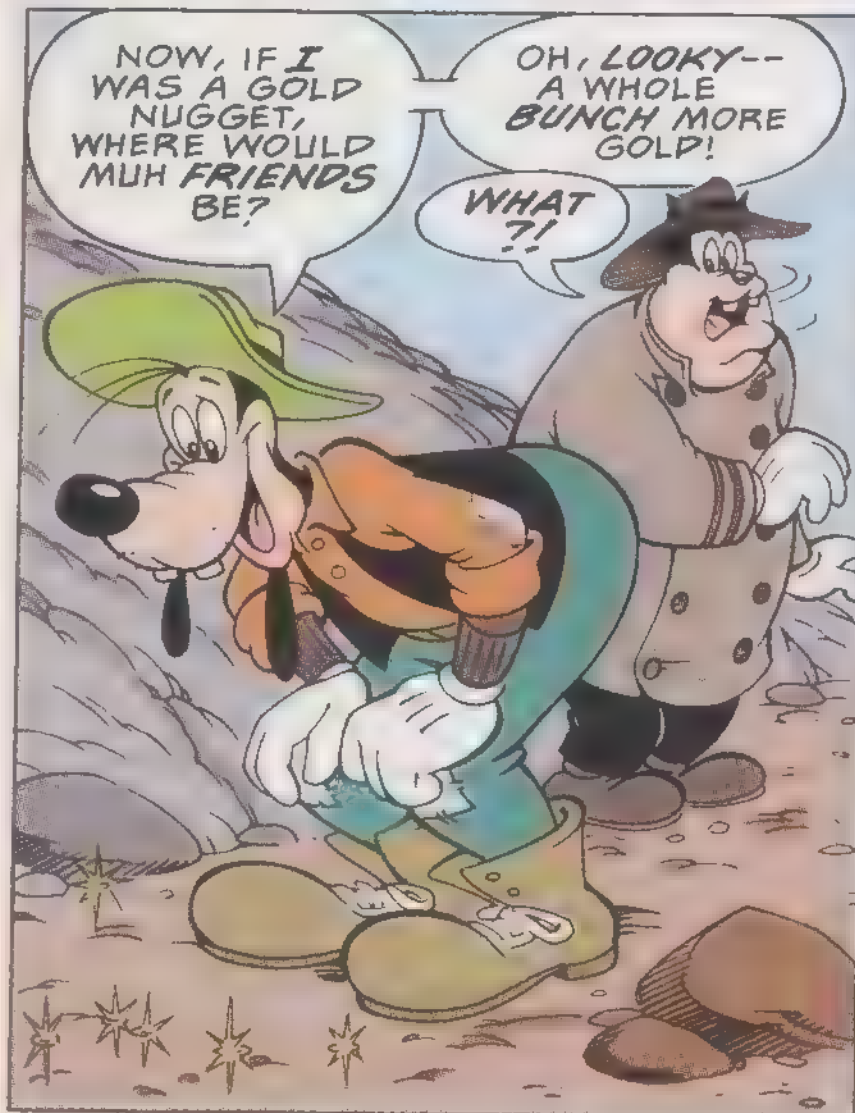
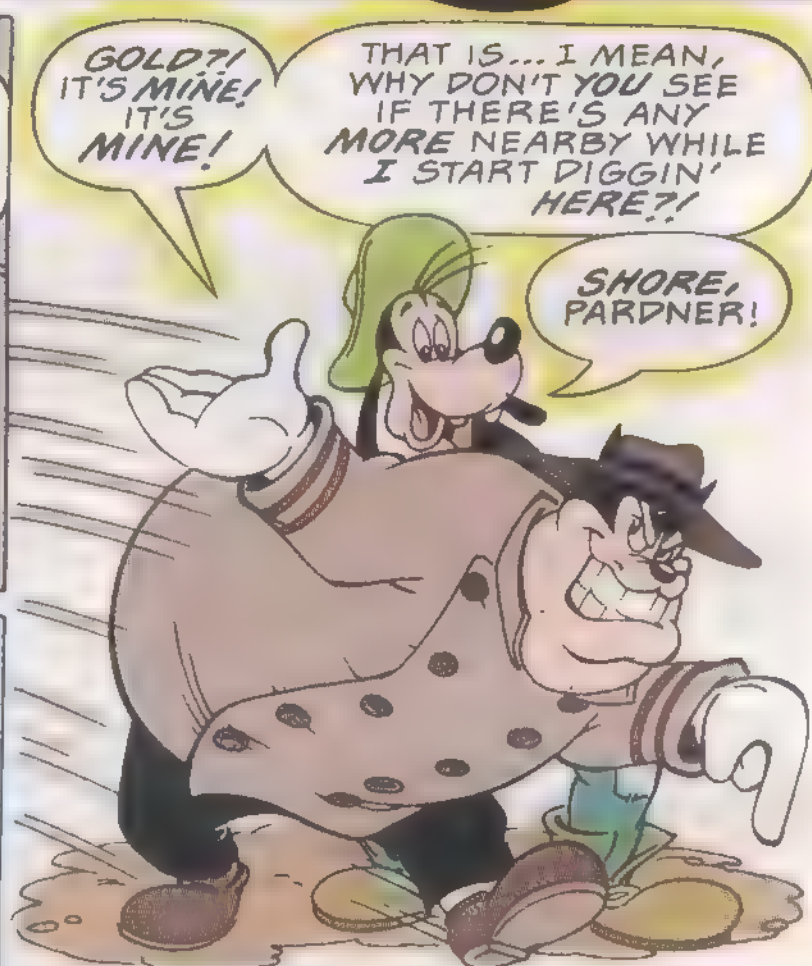
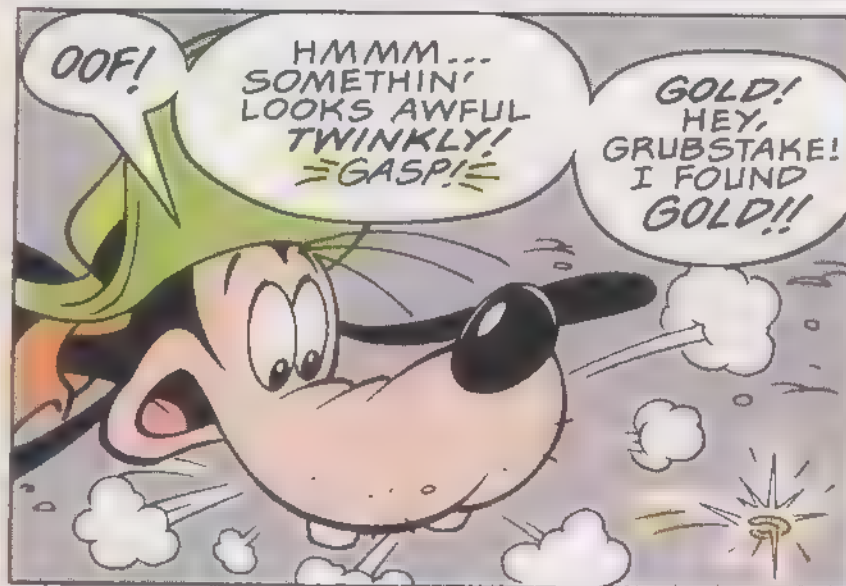
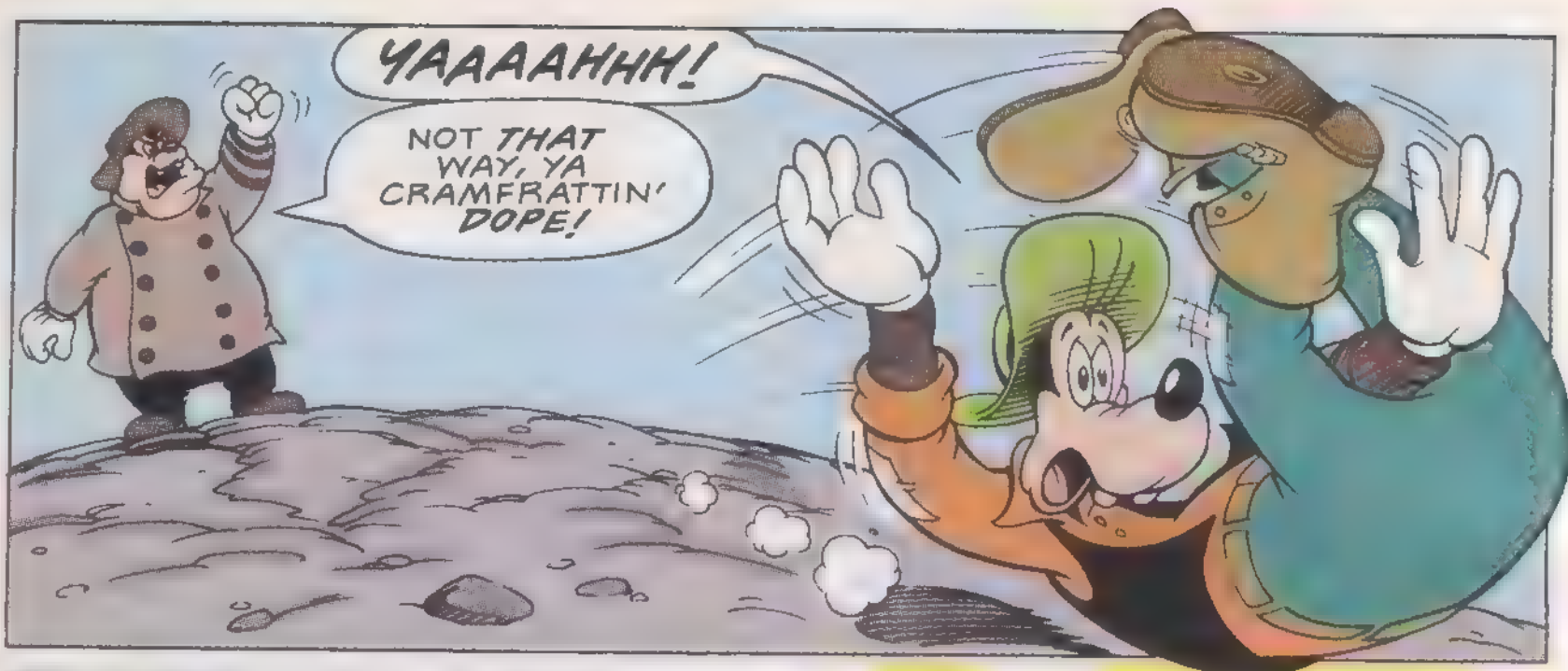




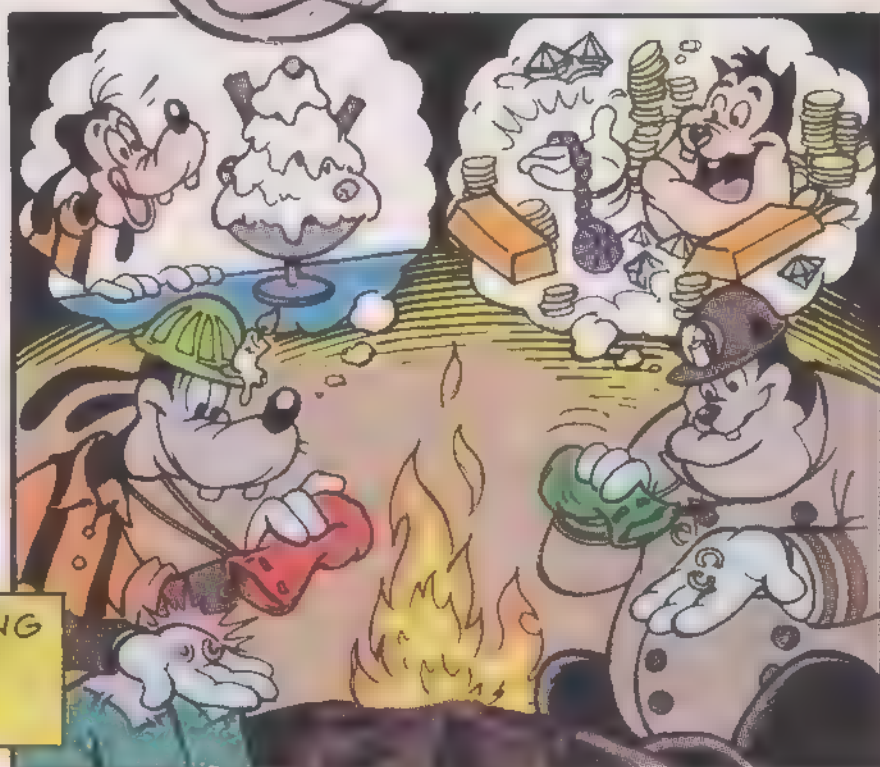
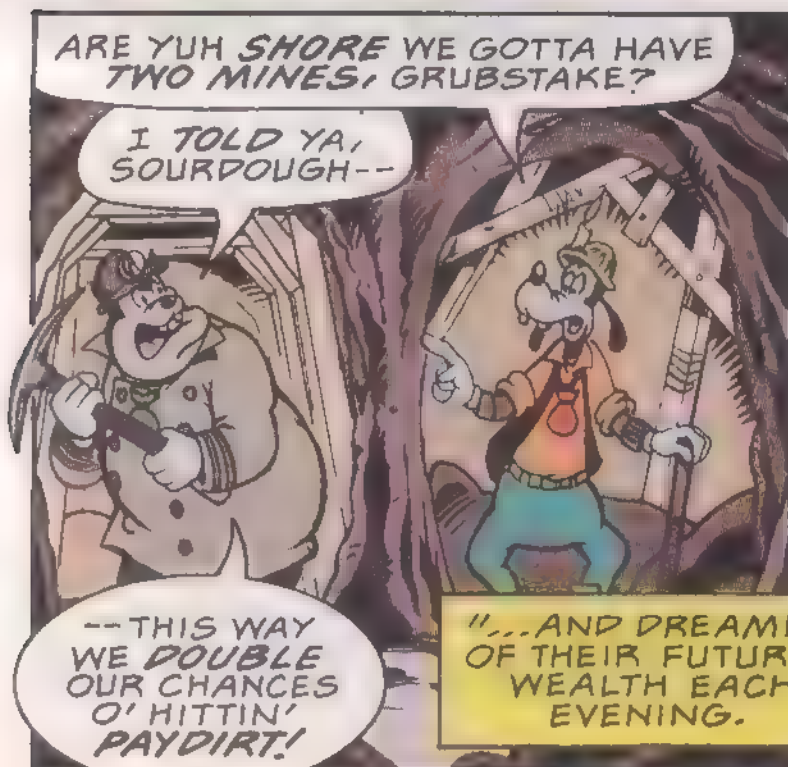
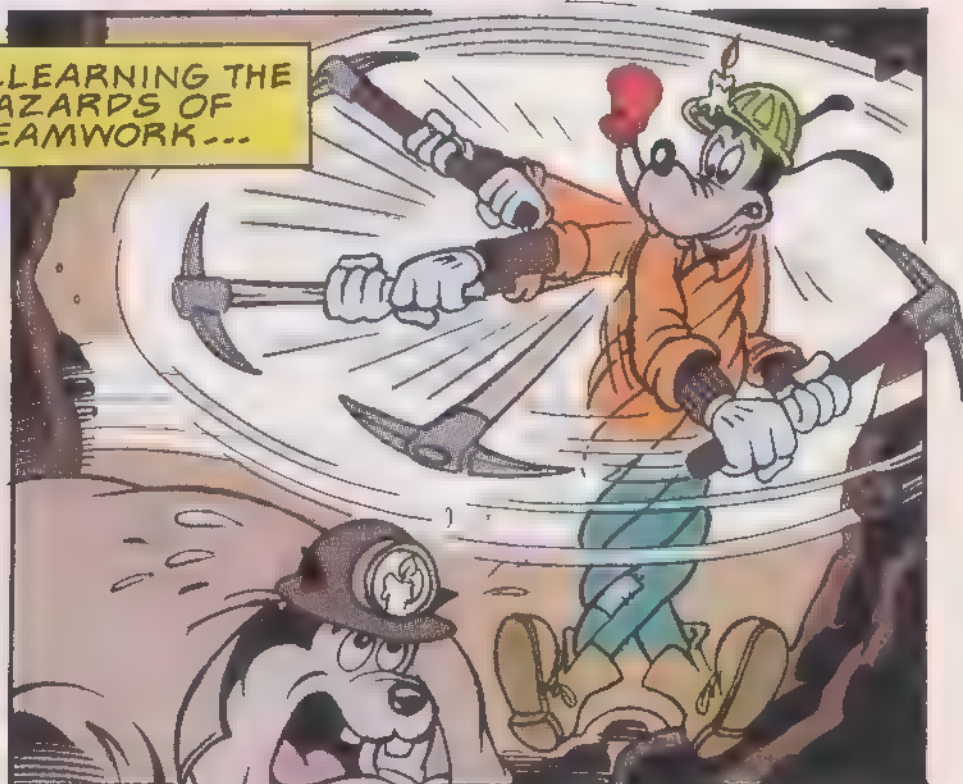
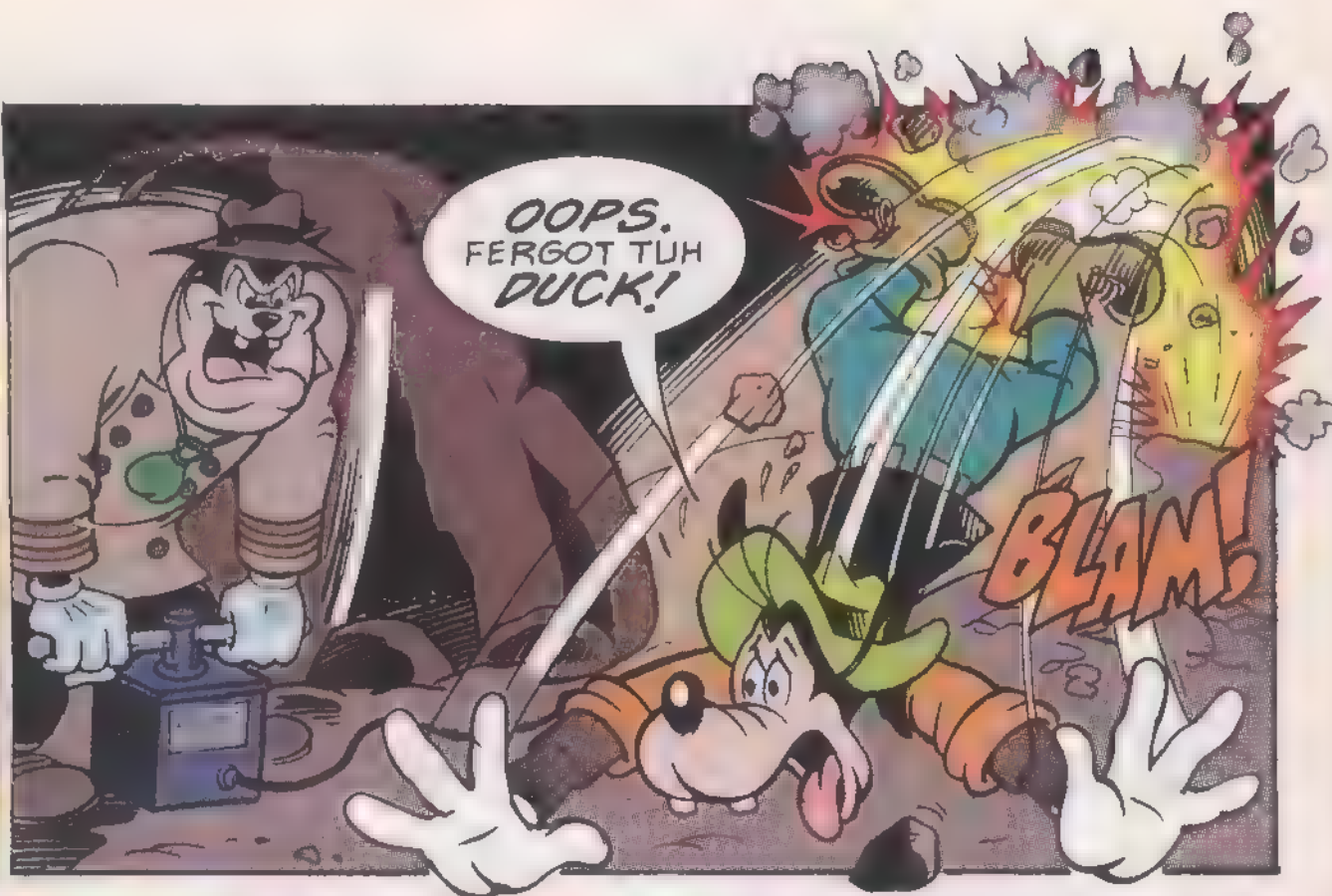
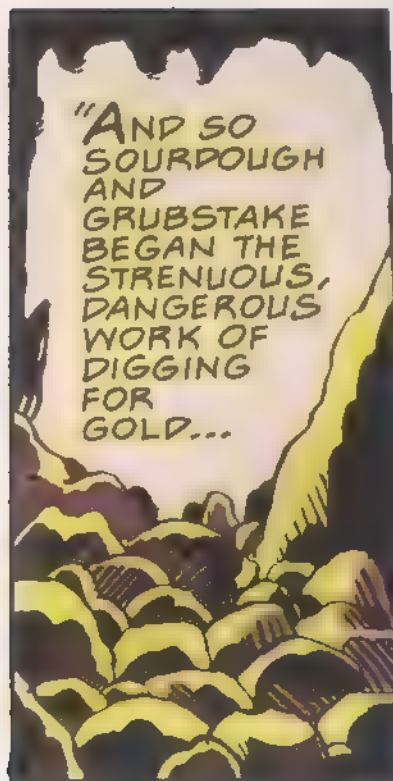






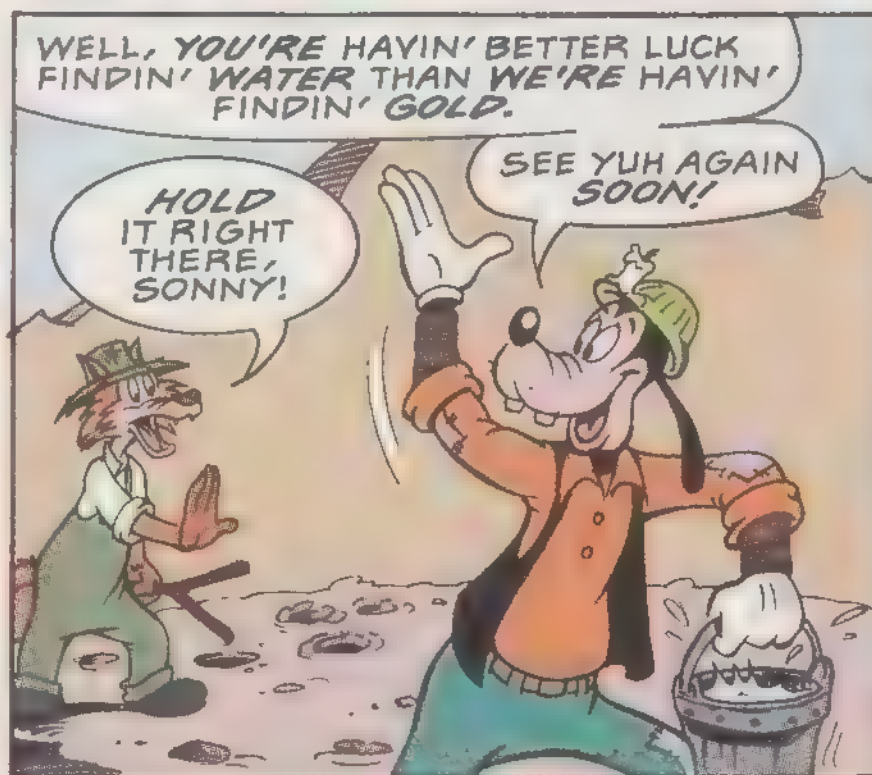
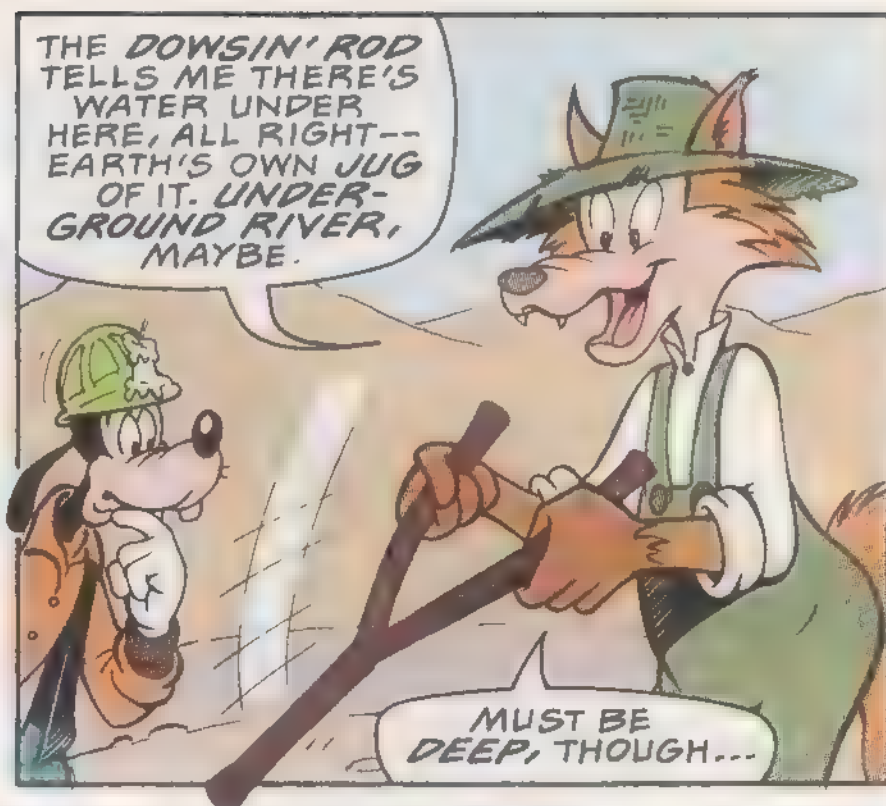
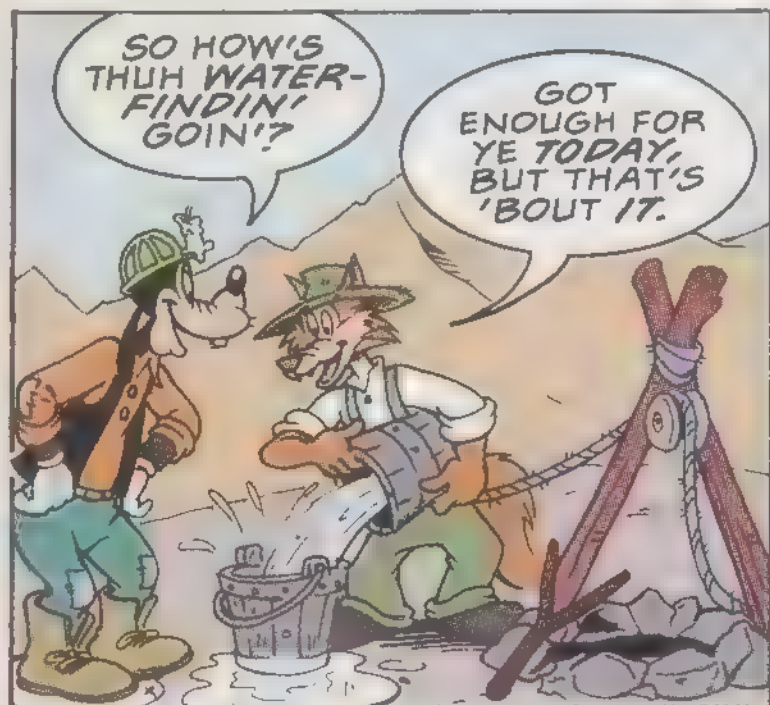






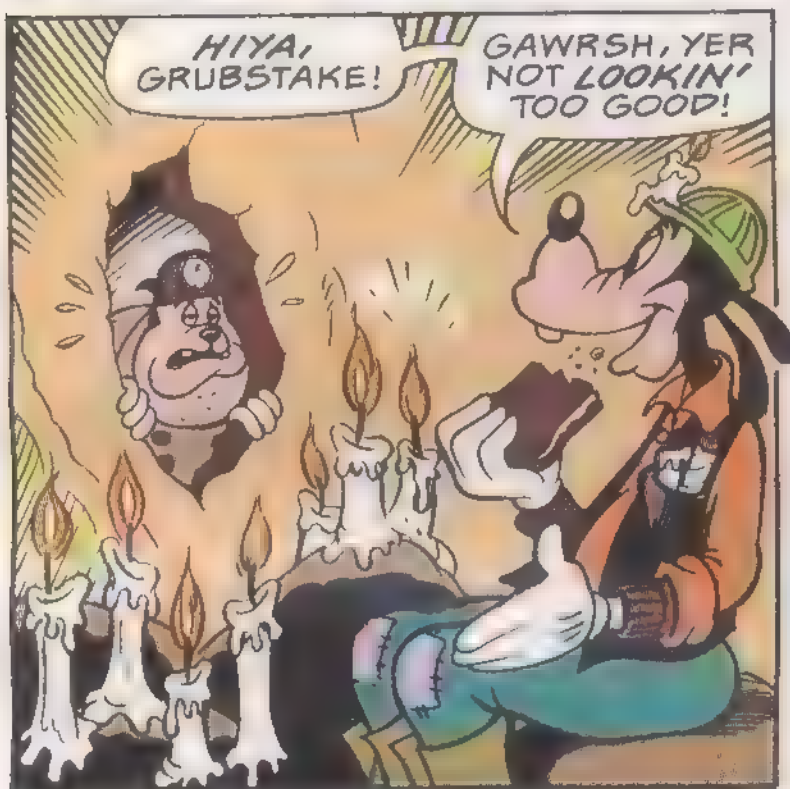
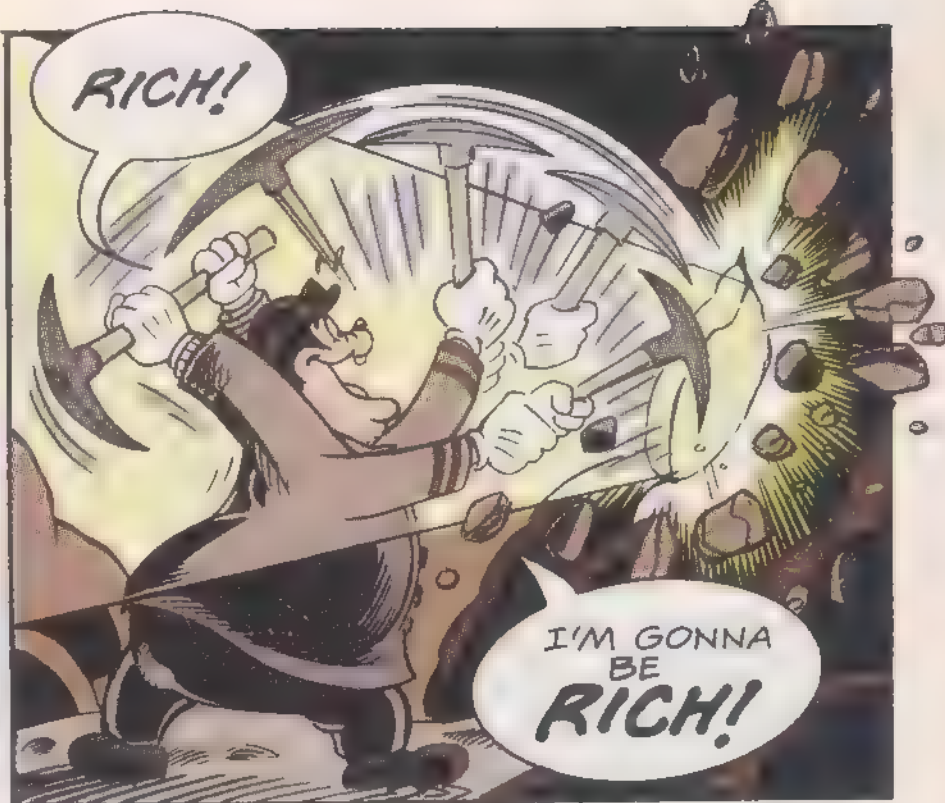


"SOMETIMES THEY'D STOP BY TO VISIT FARMER SPOONER..."

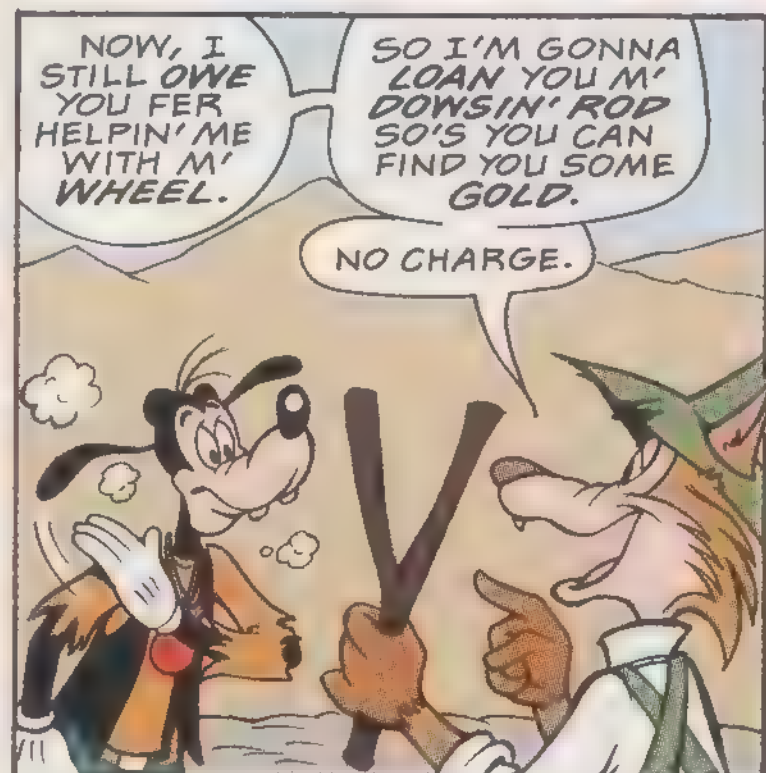
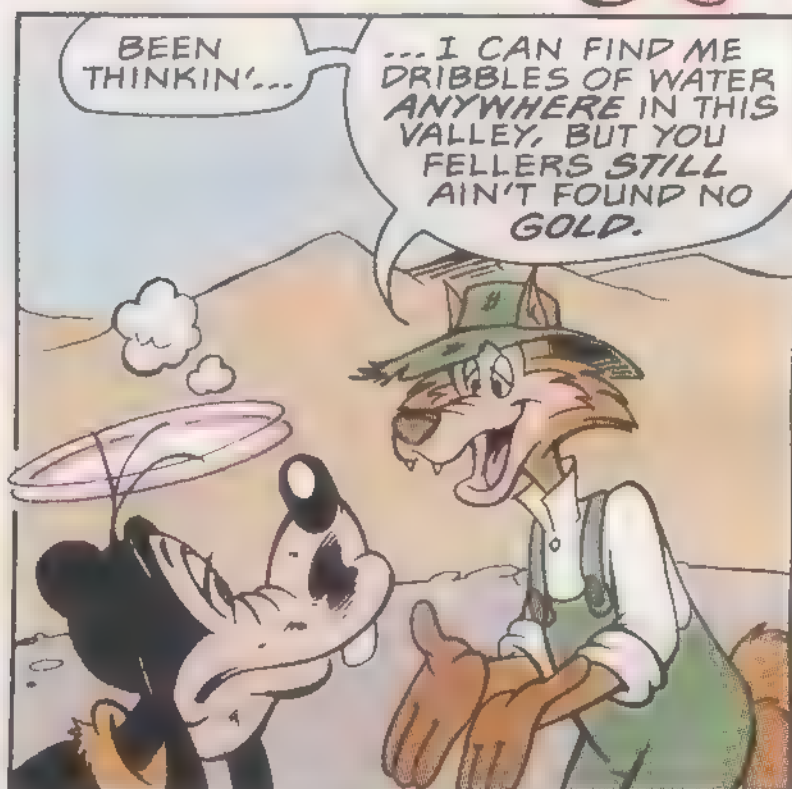
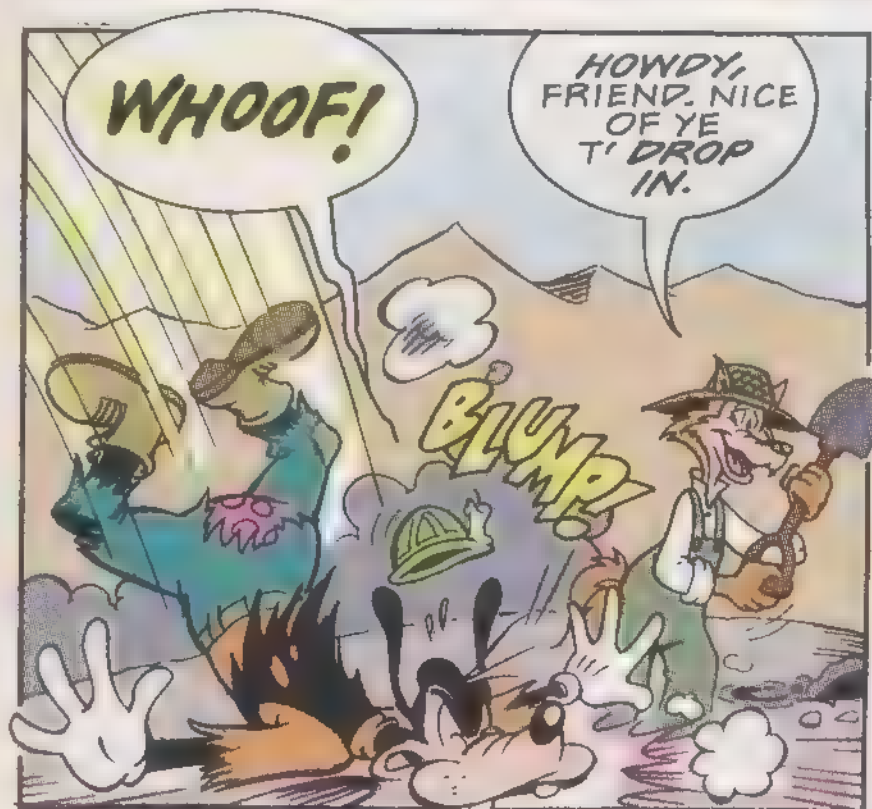
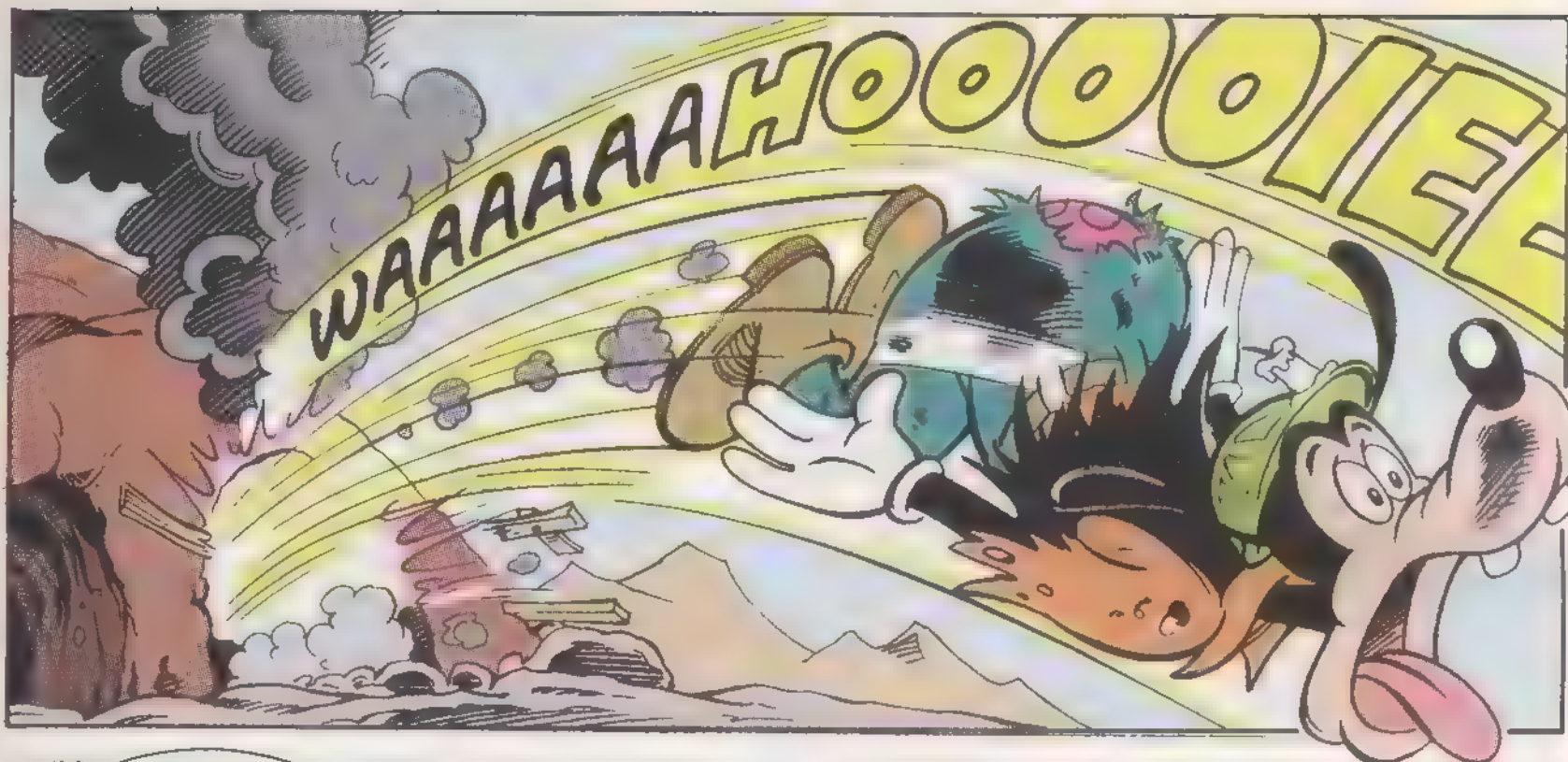




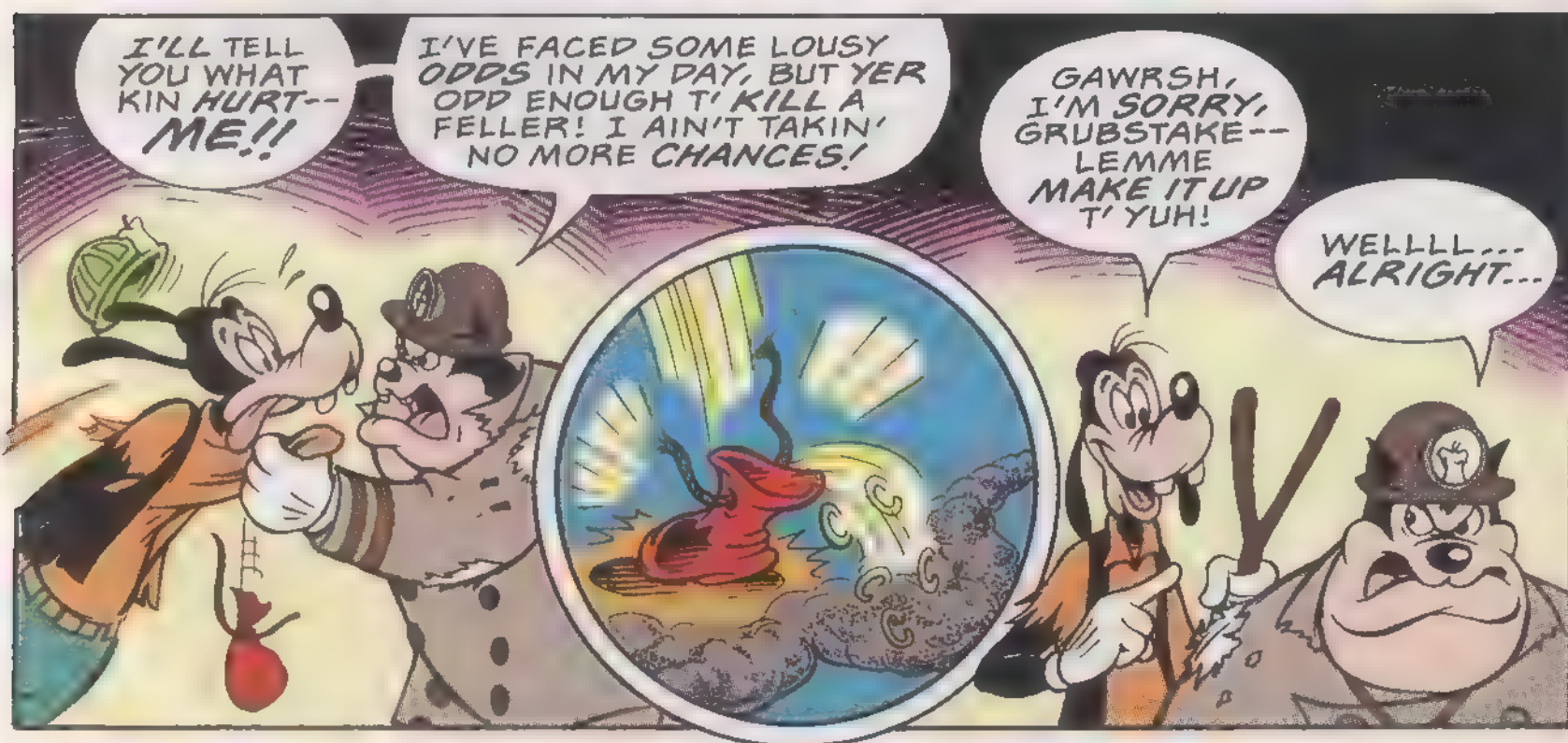
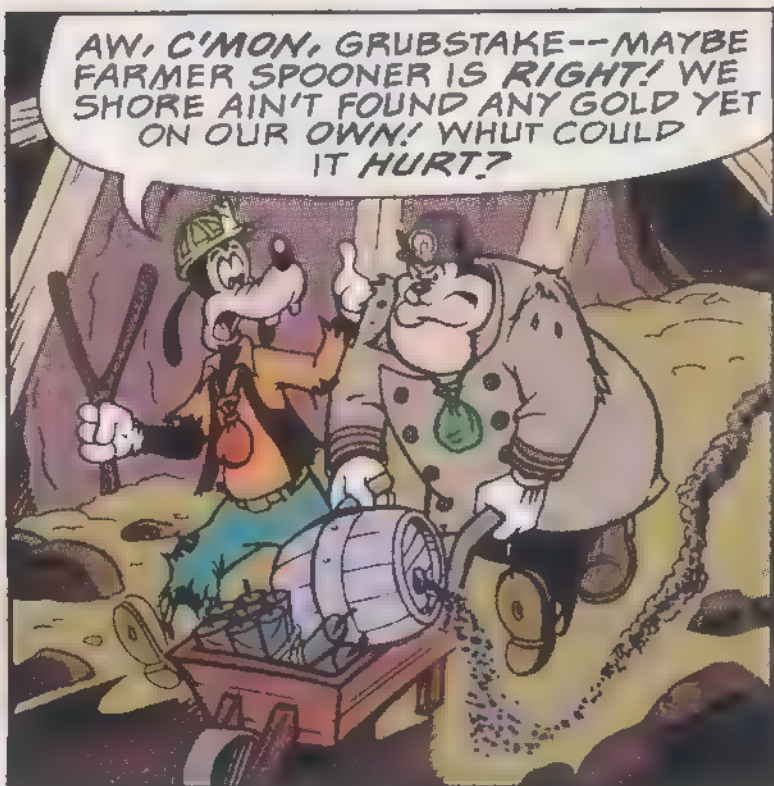
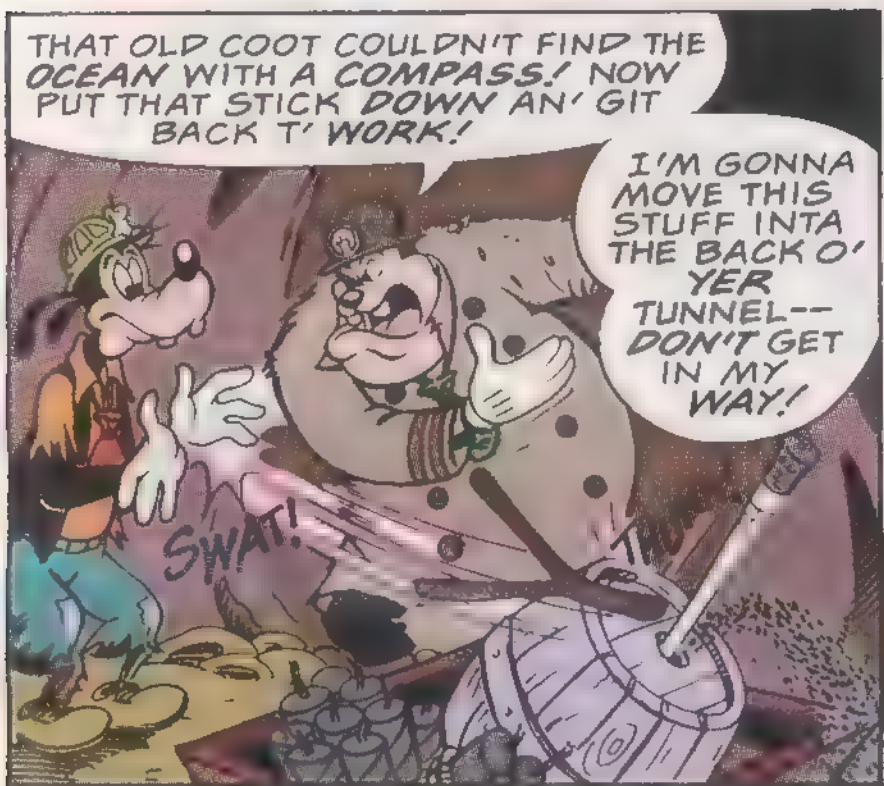
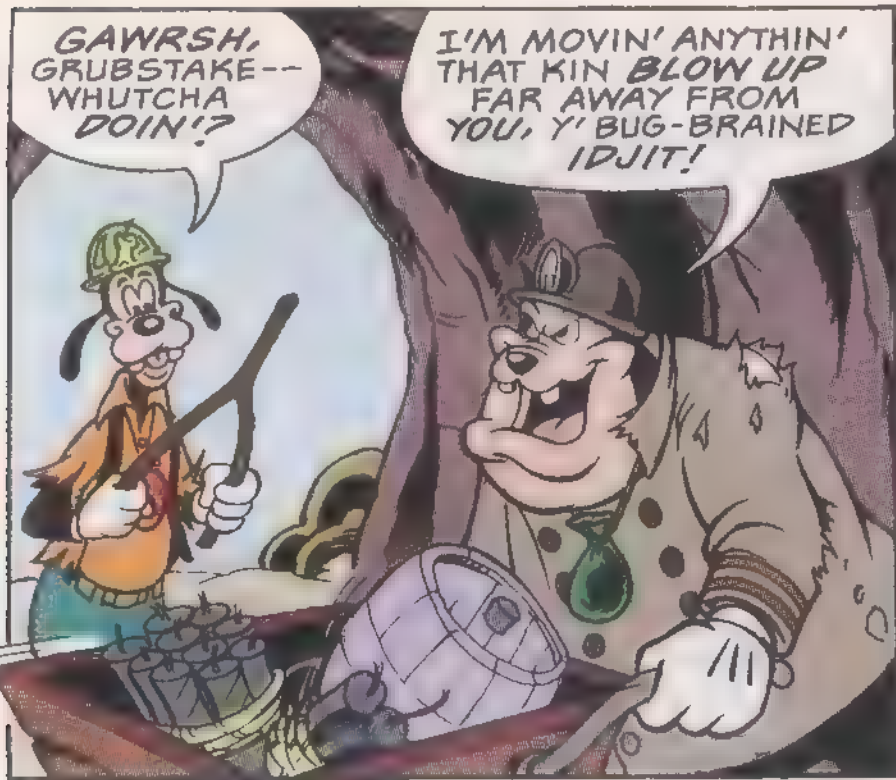
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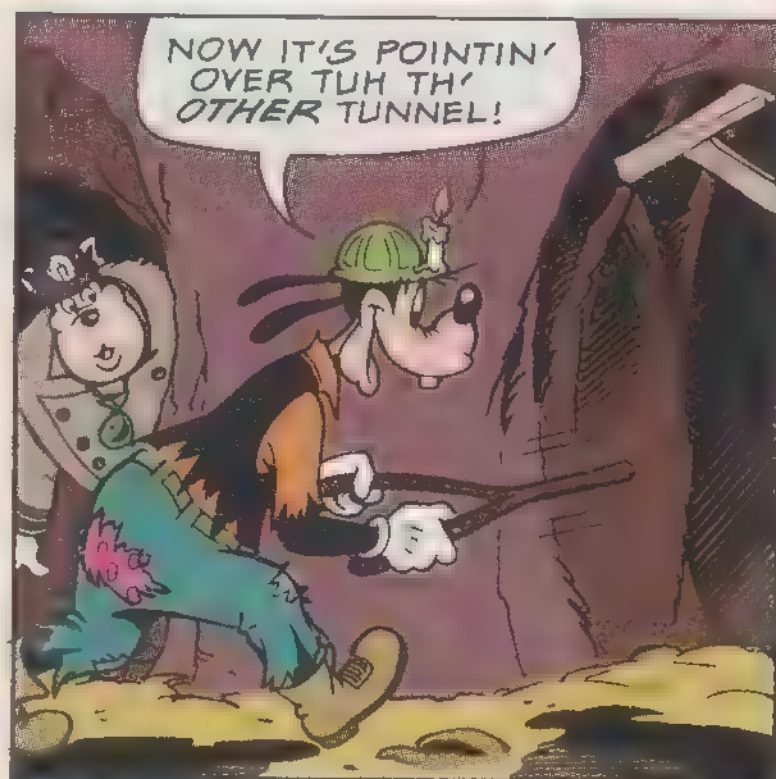
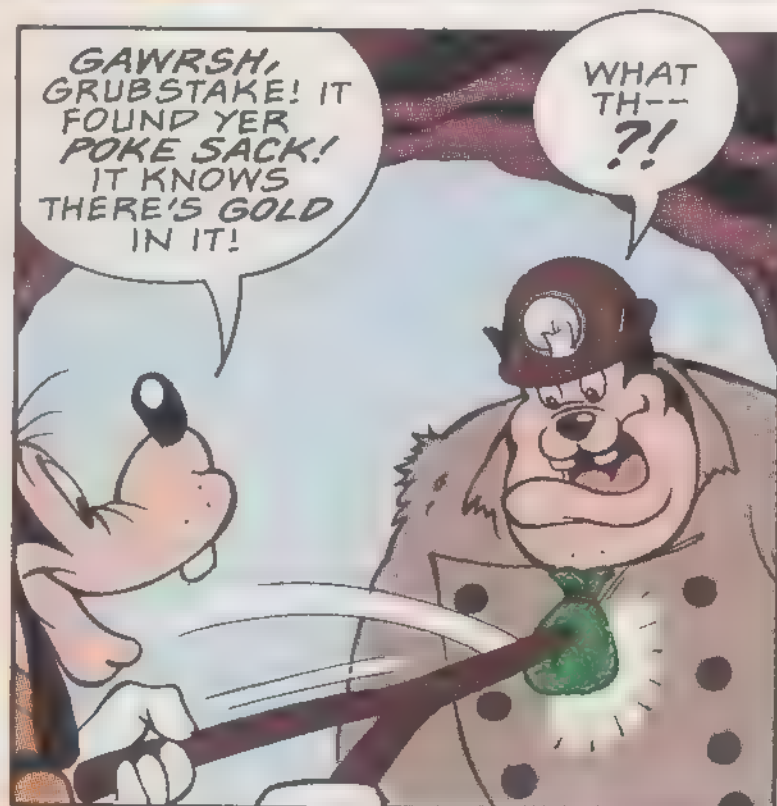
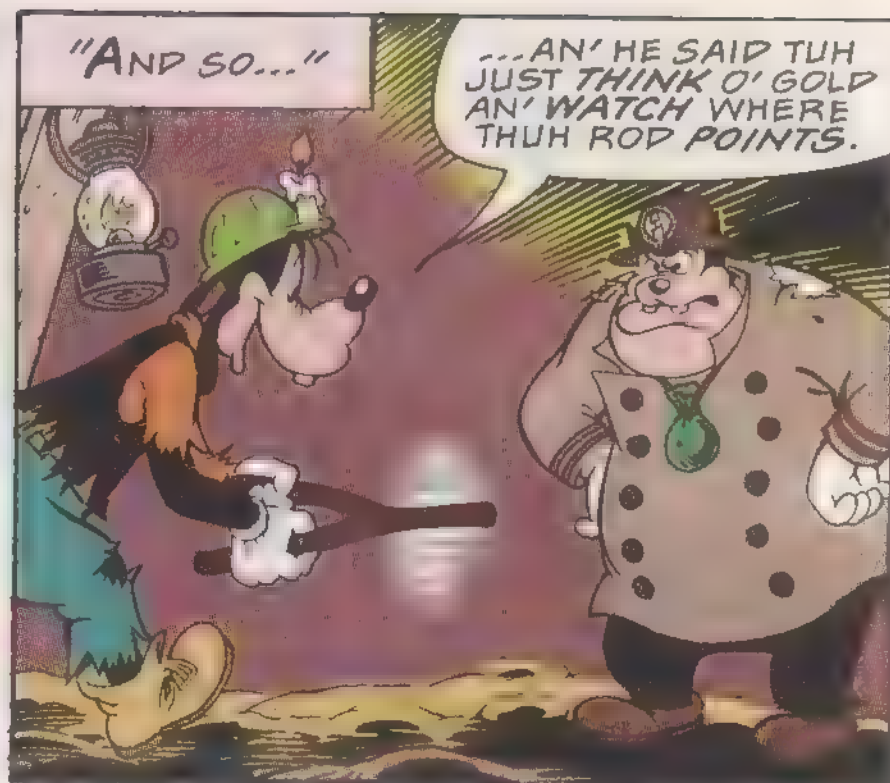
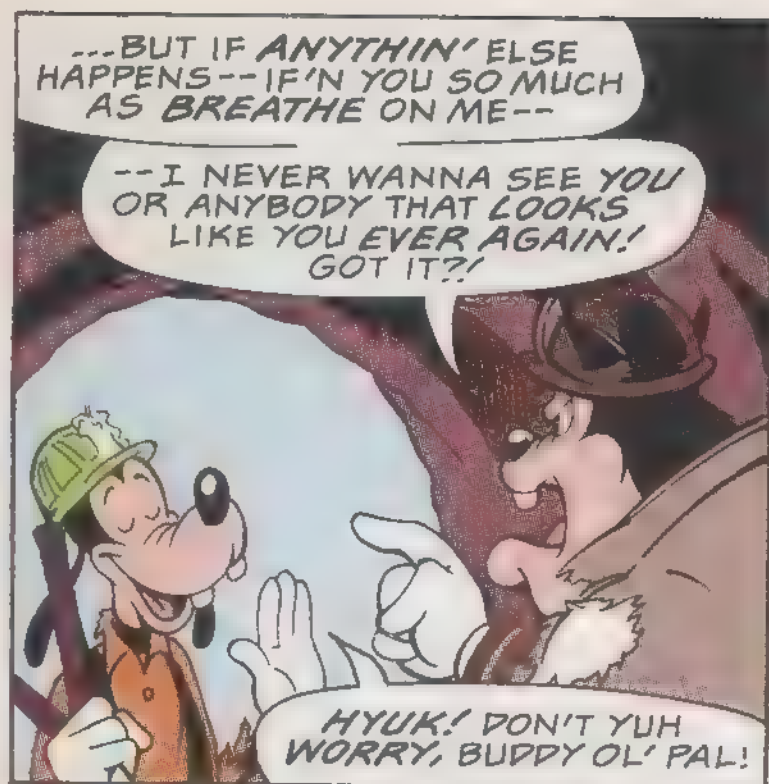








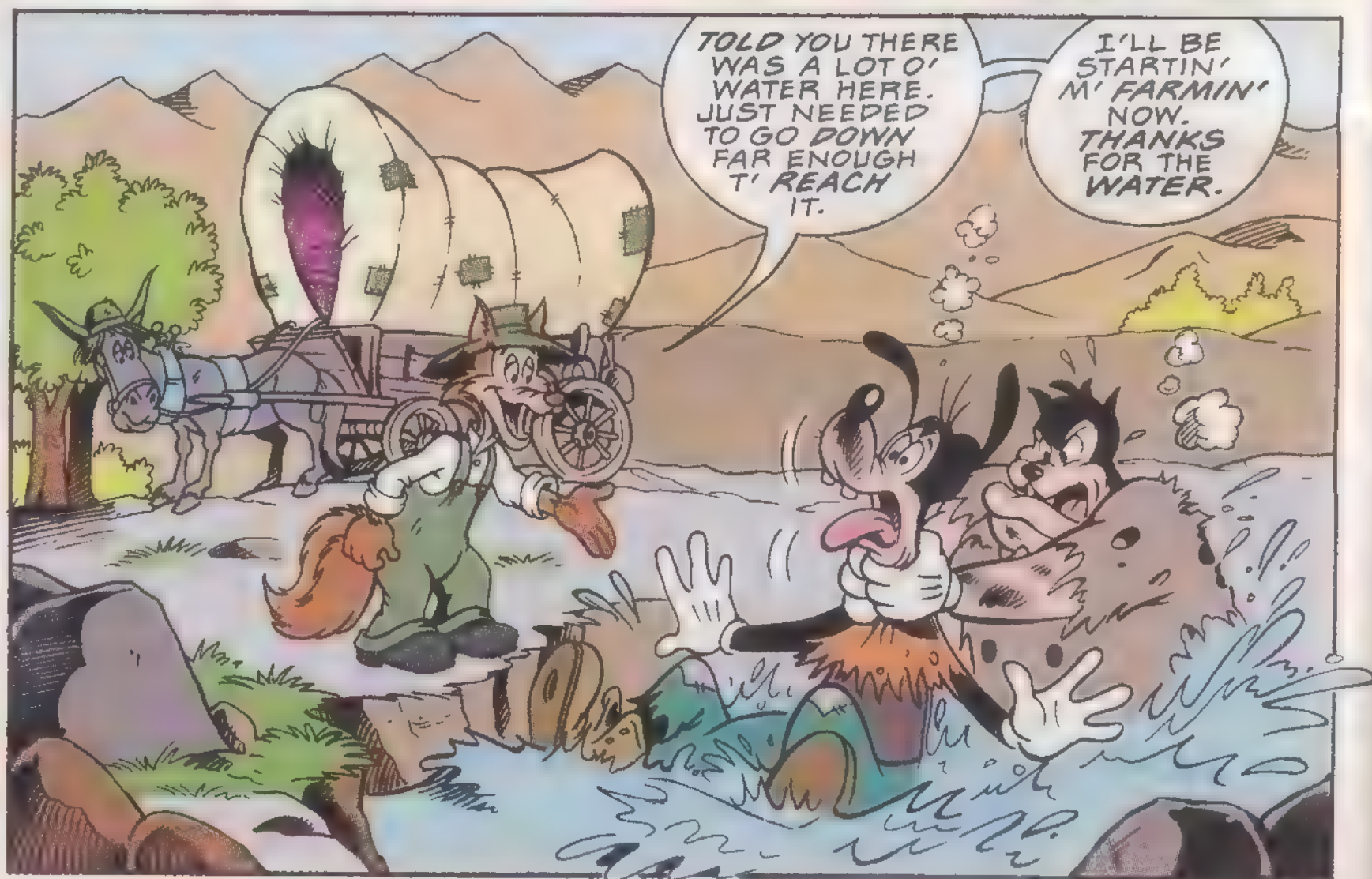
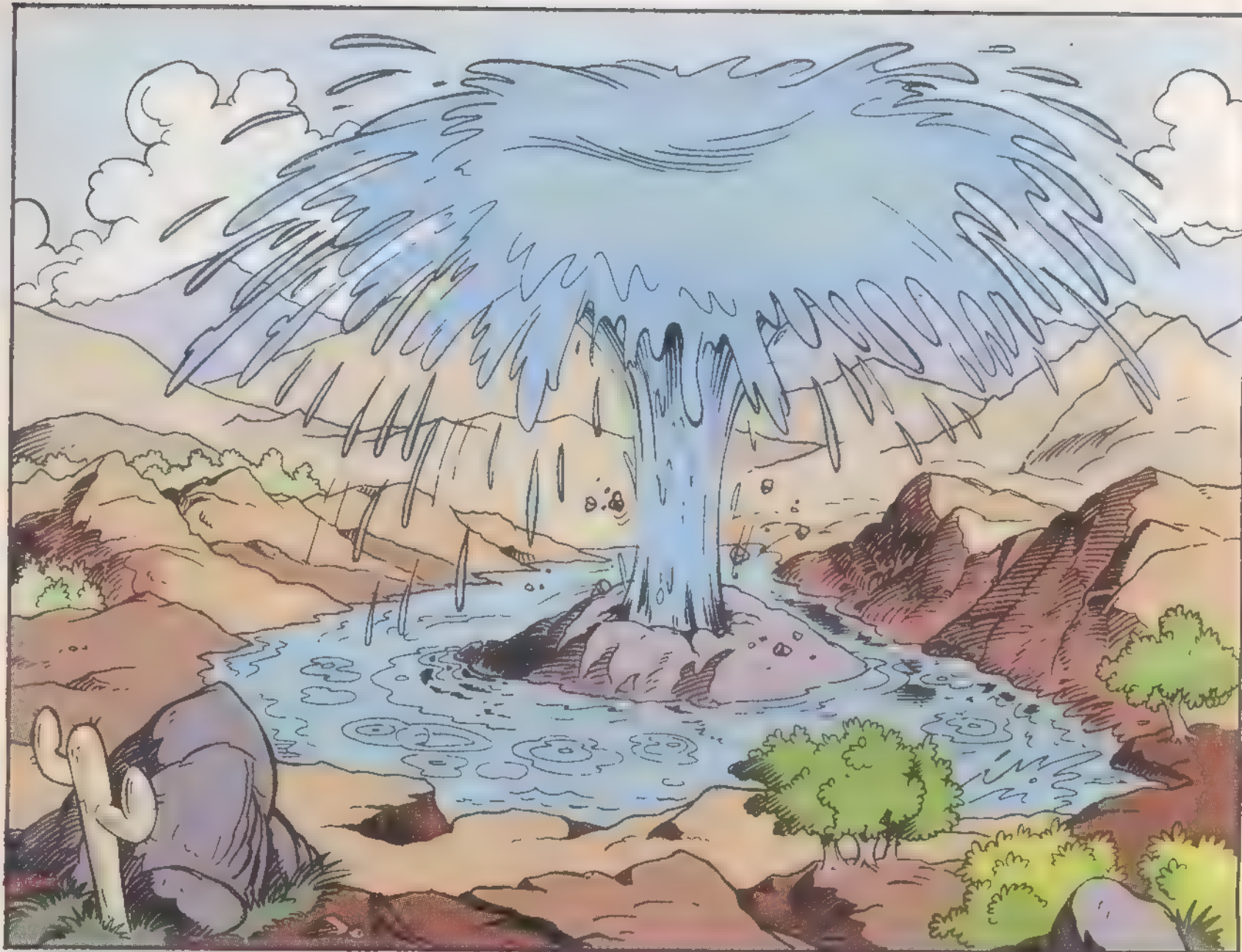














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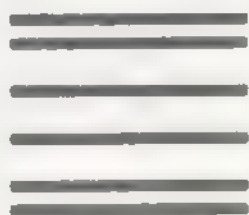
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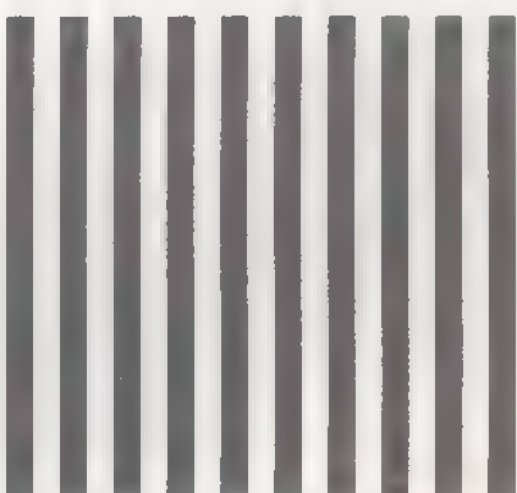
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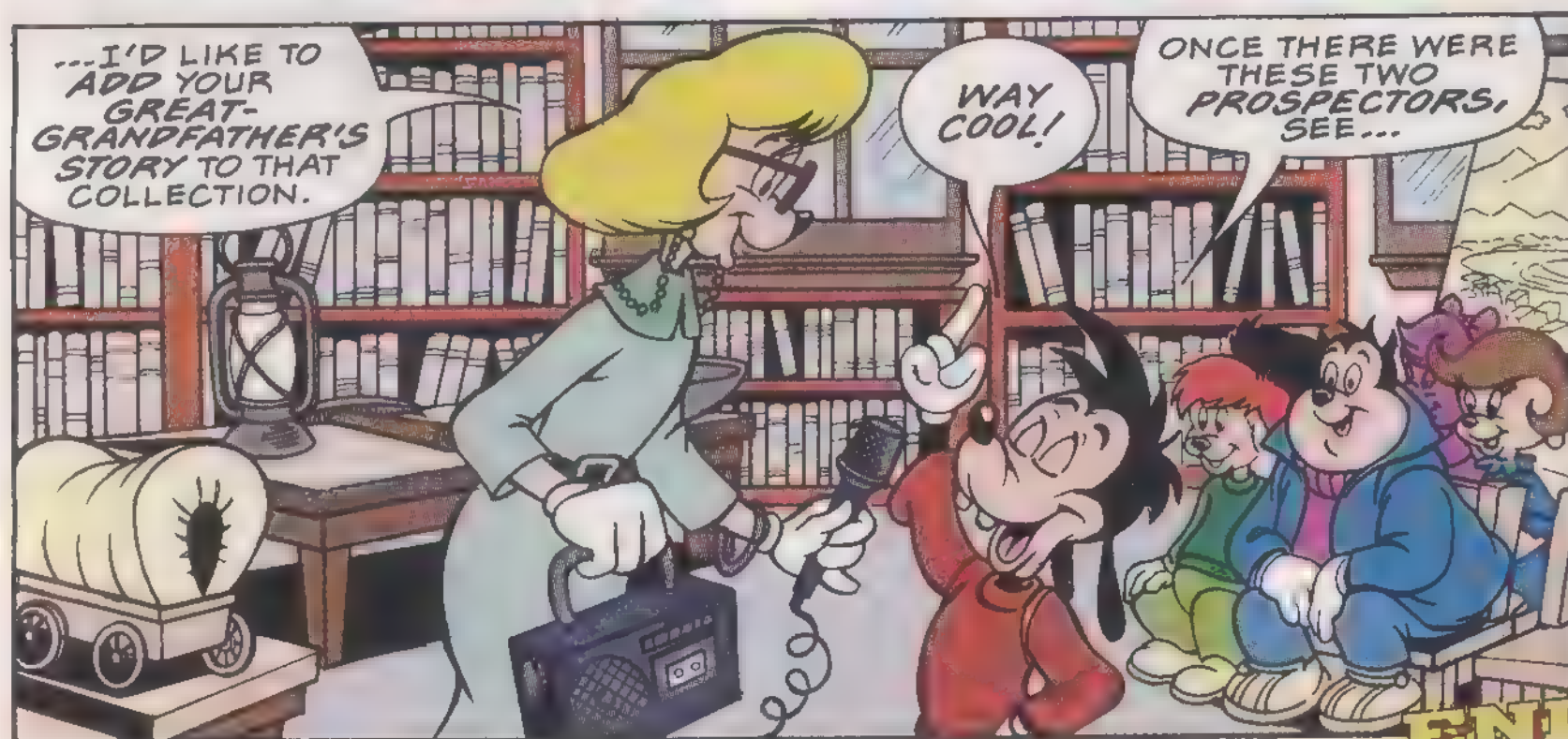
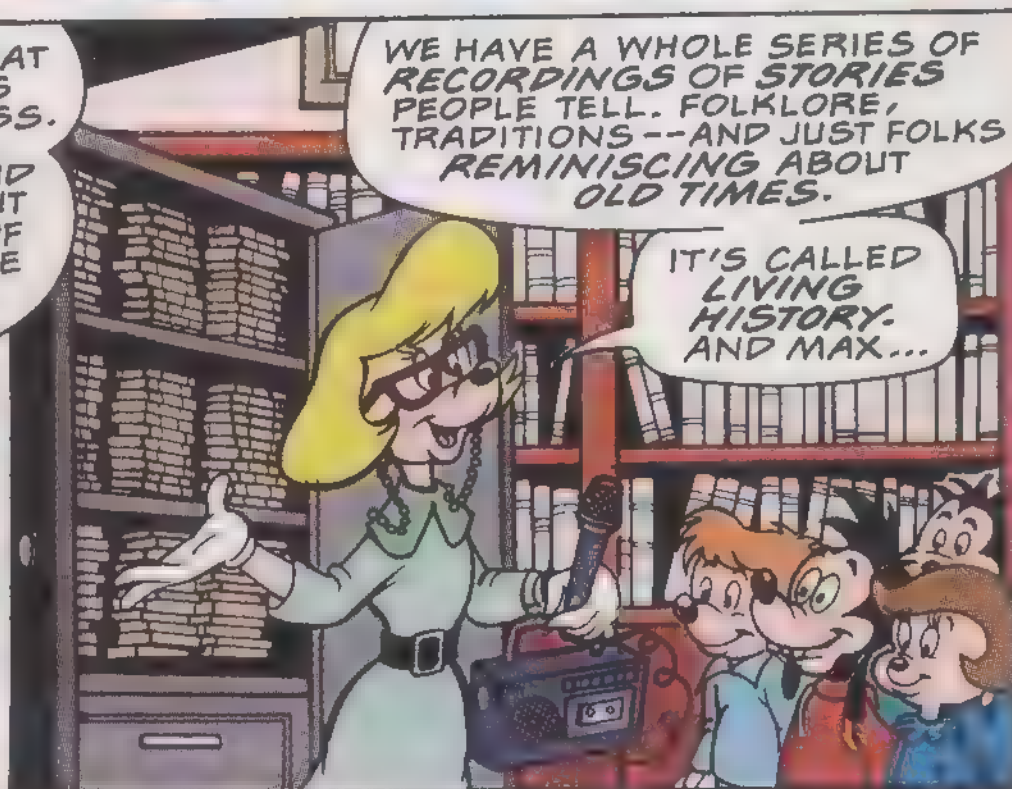
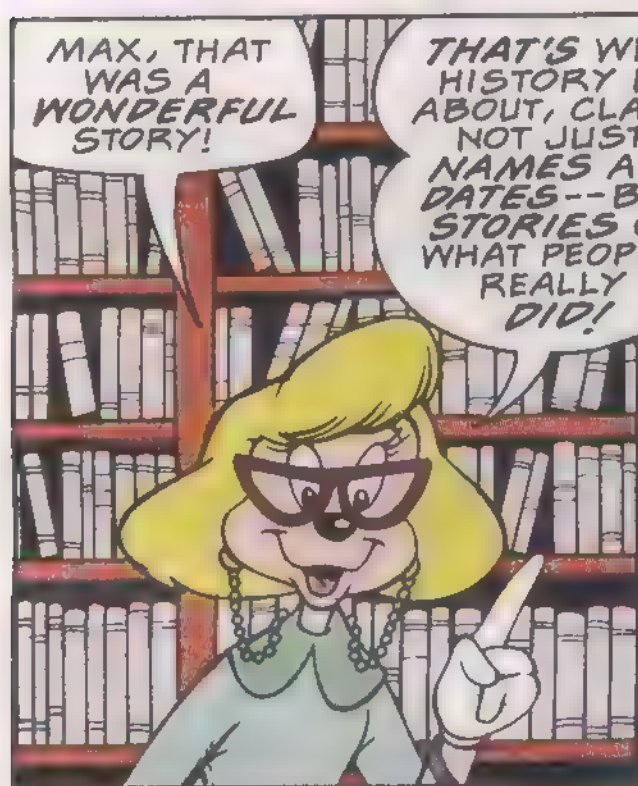
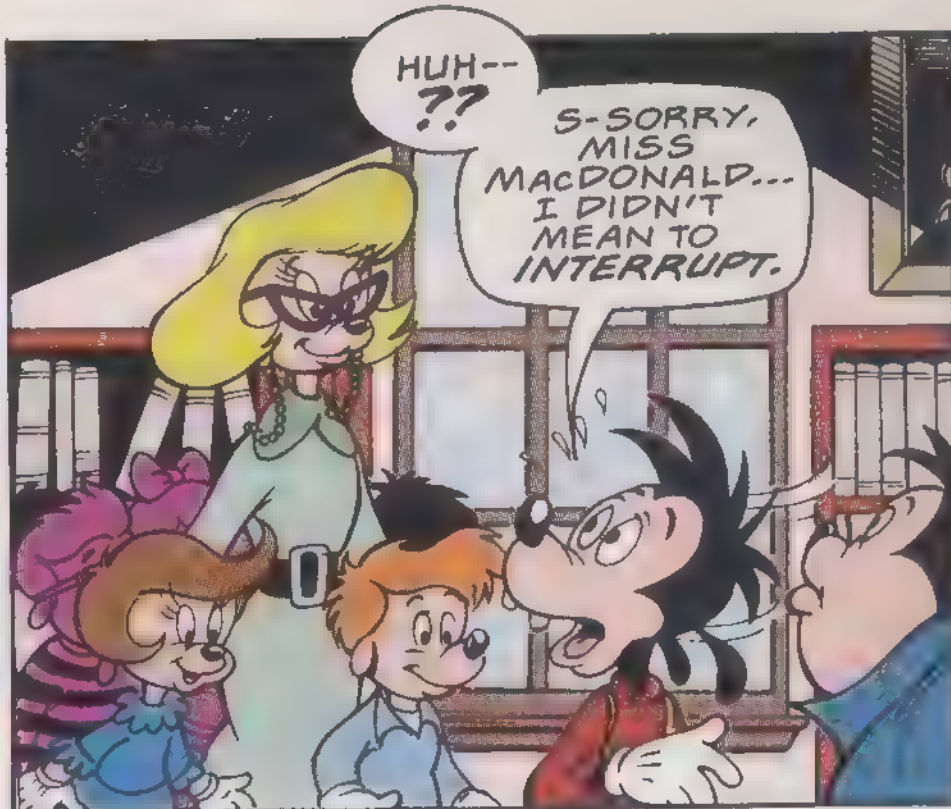
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Palm Coast, FL 32142-9536







**END**



# Boyzers

LUCKY PIQUEL AND I ARE SEARCHING FOR THE FABLED TOONSTONE, LEGENDARY SOURCE OF ALL TOON HUMOR.

TOONSTONE! COME OUT, COME OUT WHERE EVER YOU ARE!

LET ME KNOW WHEN YOU FIND IT. I'LL JUST... (YAWN).

## The TEMPLE of DOOM

PART TWO

... GRAB... A LITTLE SHUT EYE.

BOONING!

WHOOOSH!

ZZZZ!

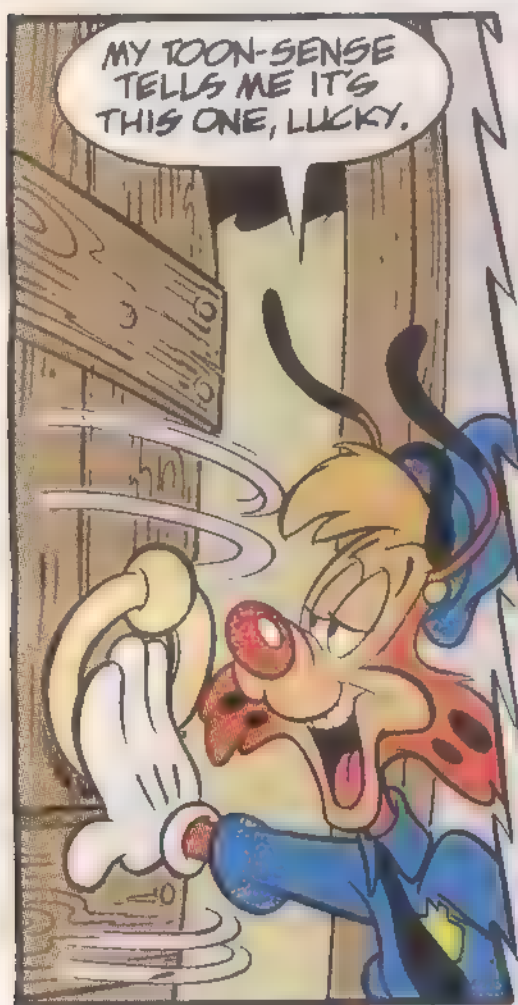
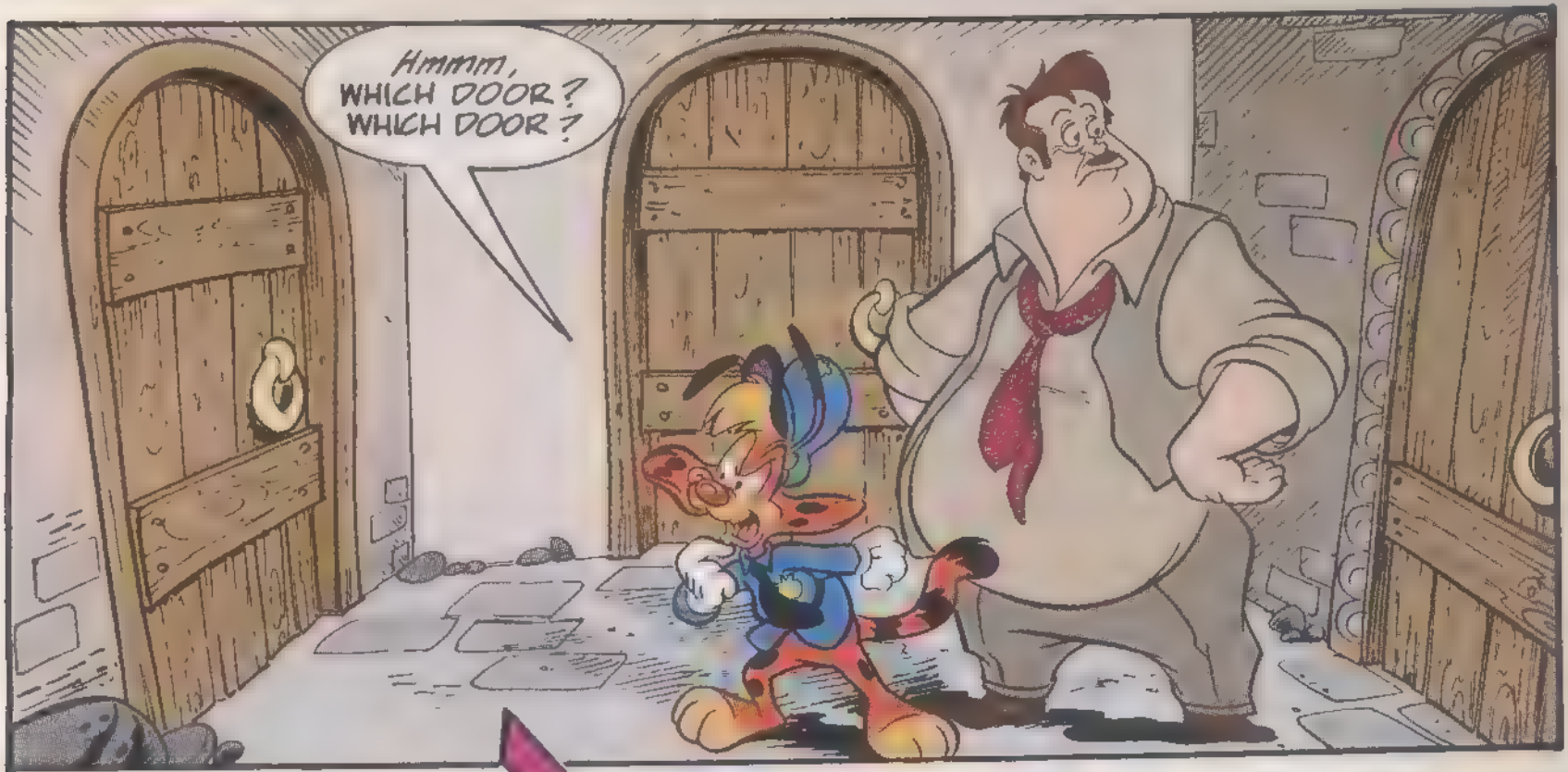
GREAT JOB, LUCKY. YOU FOUND THE PASSAGEWAY.

Huh?

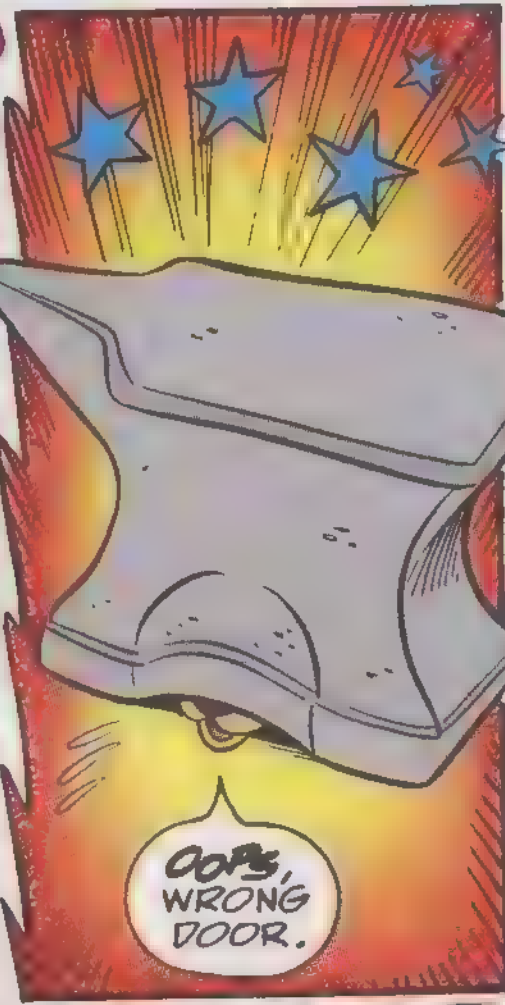
YES! THIS IS THE FABLED TUNNEL OF THE TOON GODS!

THE TOONSTONE MUST BE THIS WAY!

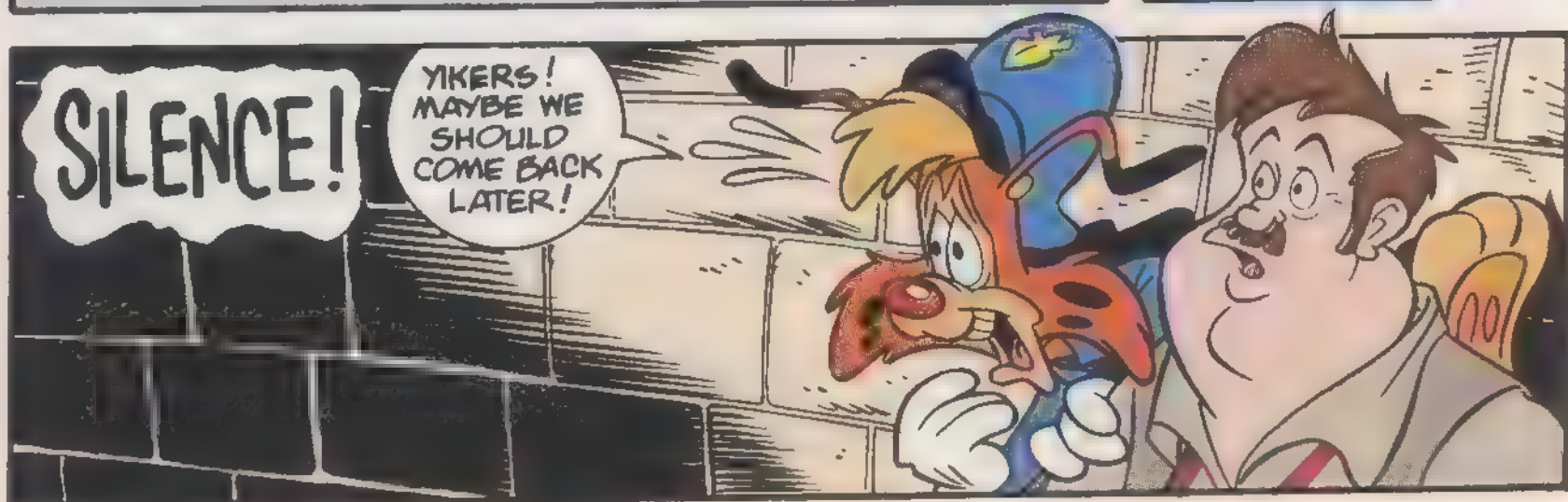
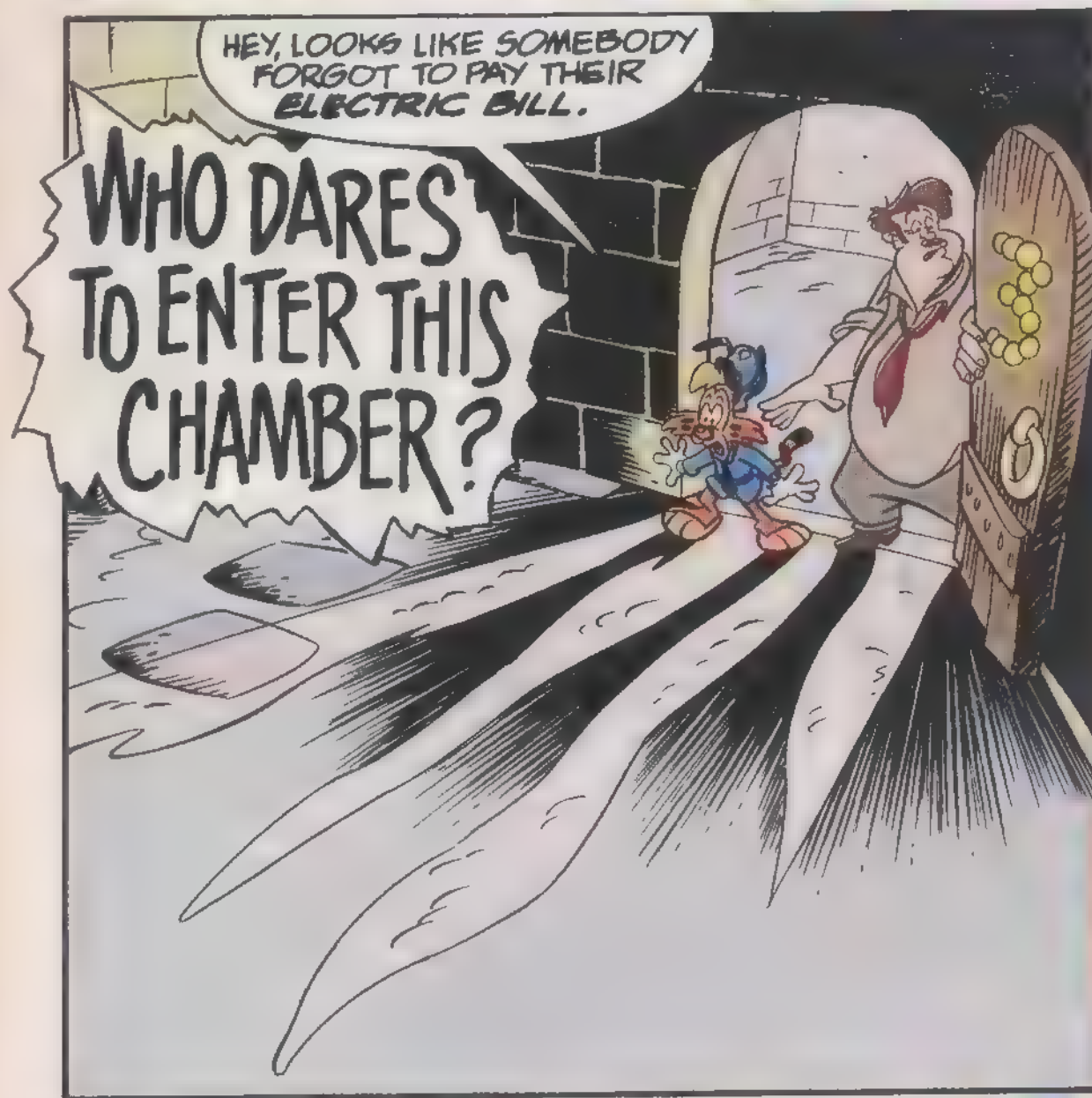
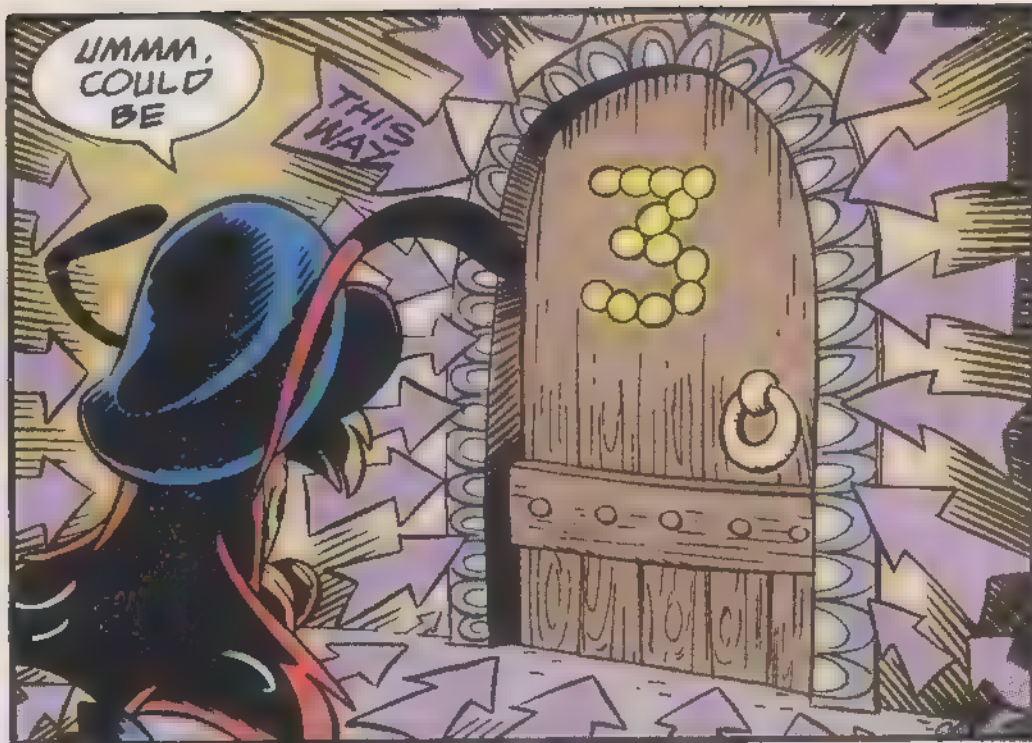
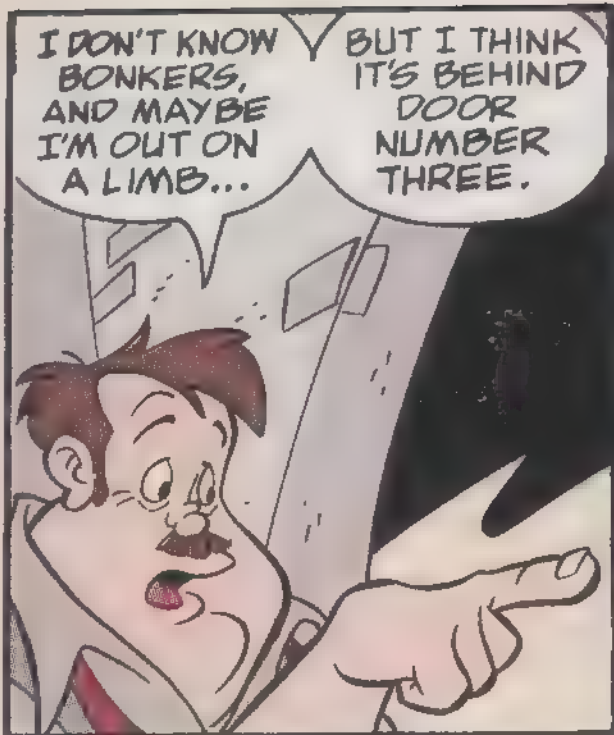




**KATHUNGGG!**









# GARGOYLES

**SPAGHETTIOs**  
Pasta with  
Tomato & Cheese Sauce

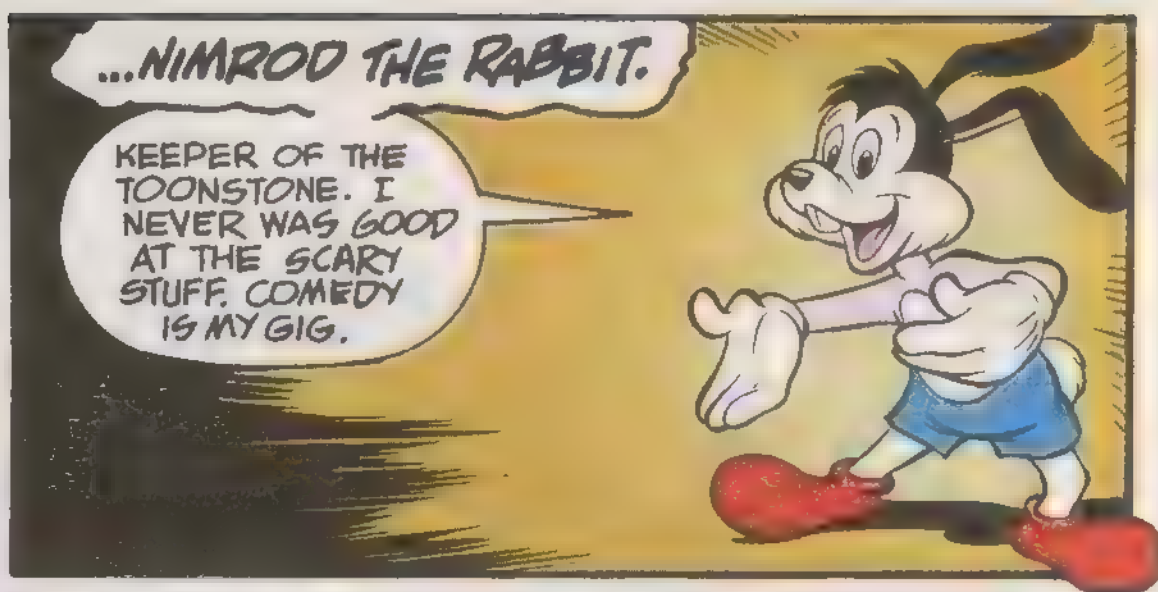


**FREE GARGOYLES TATTOOS**  
NOW ON SPECIALLY MARKED LABELS OF SPAGHETTIOs

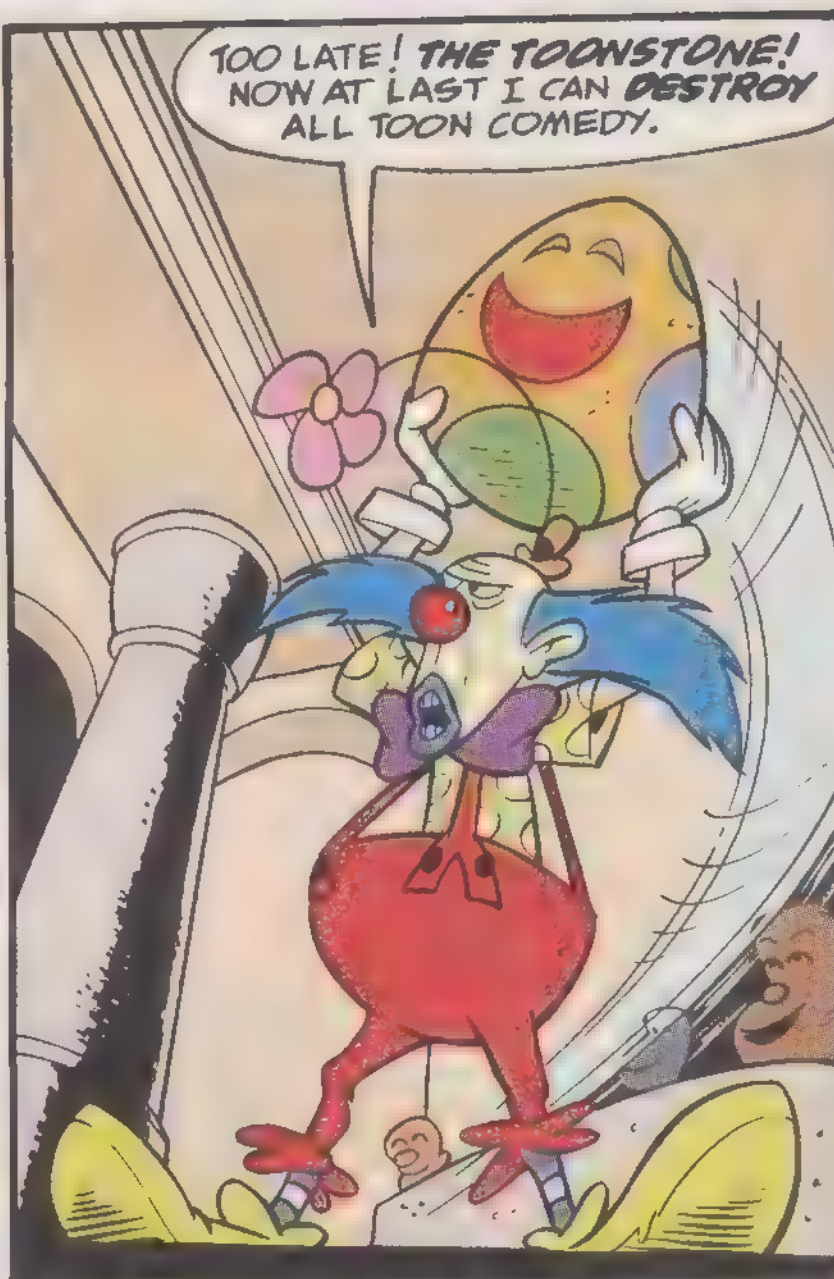
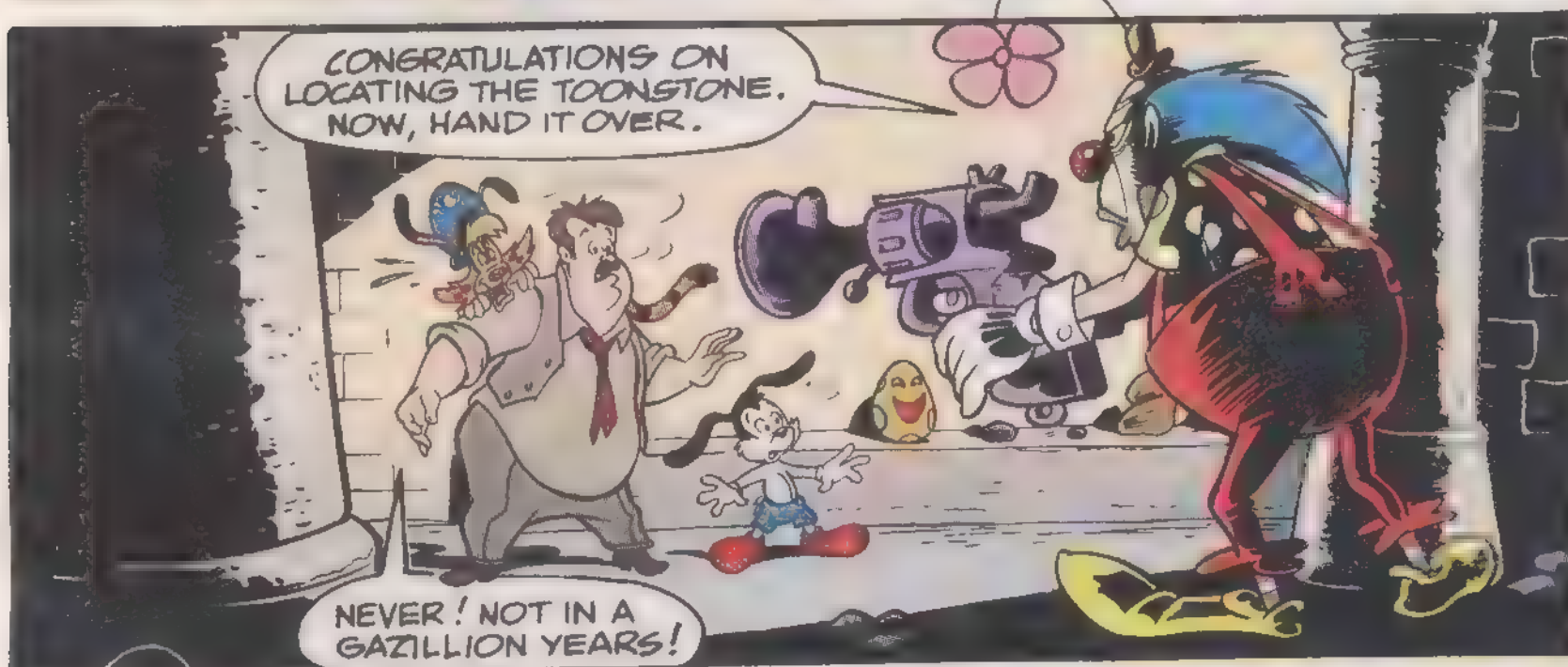
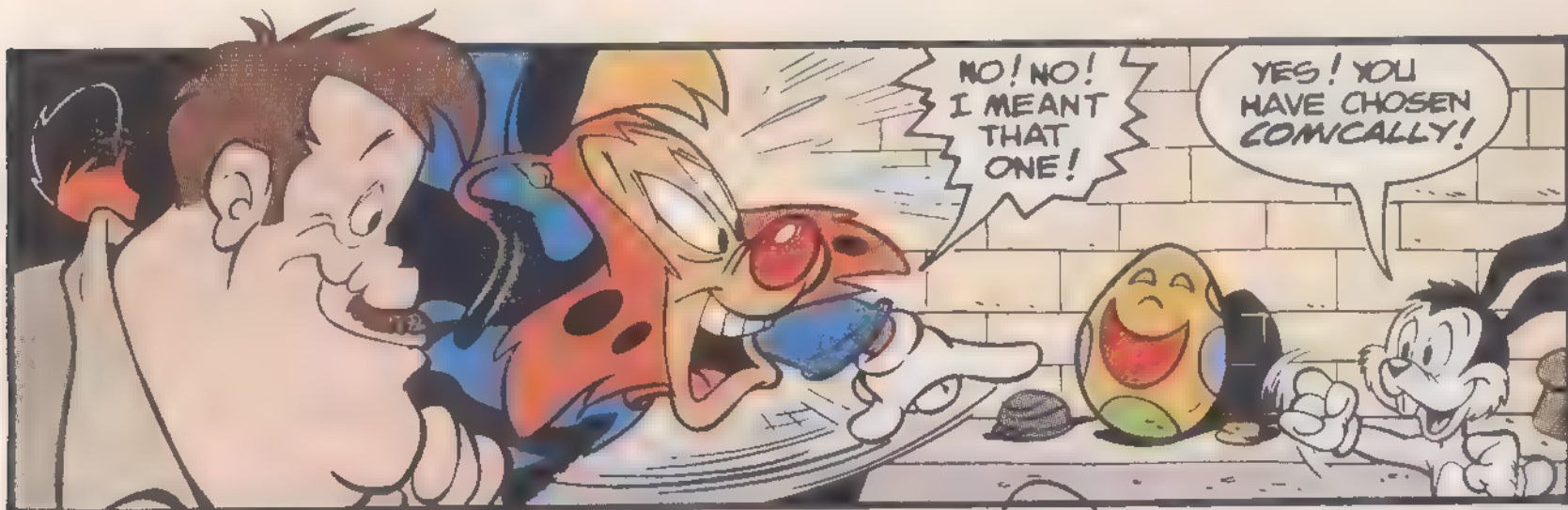
COLLECT ALL 6 SETS,  
36 IN ALL.

















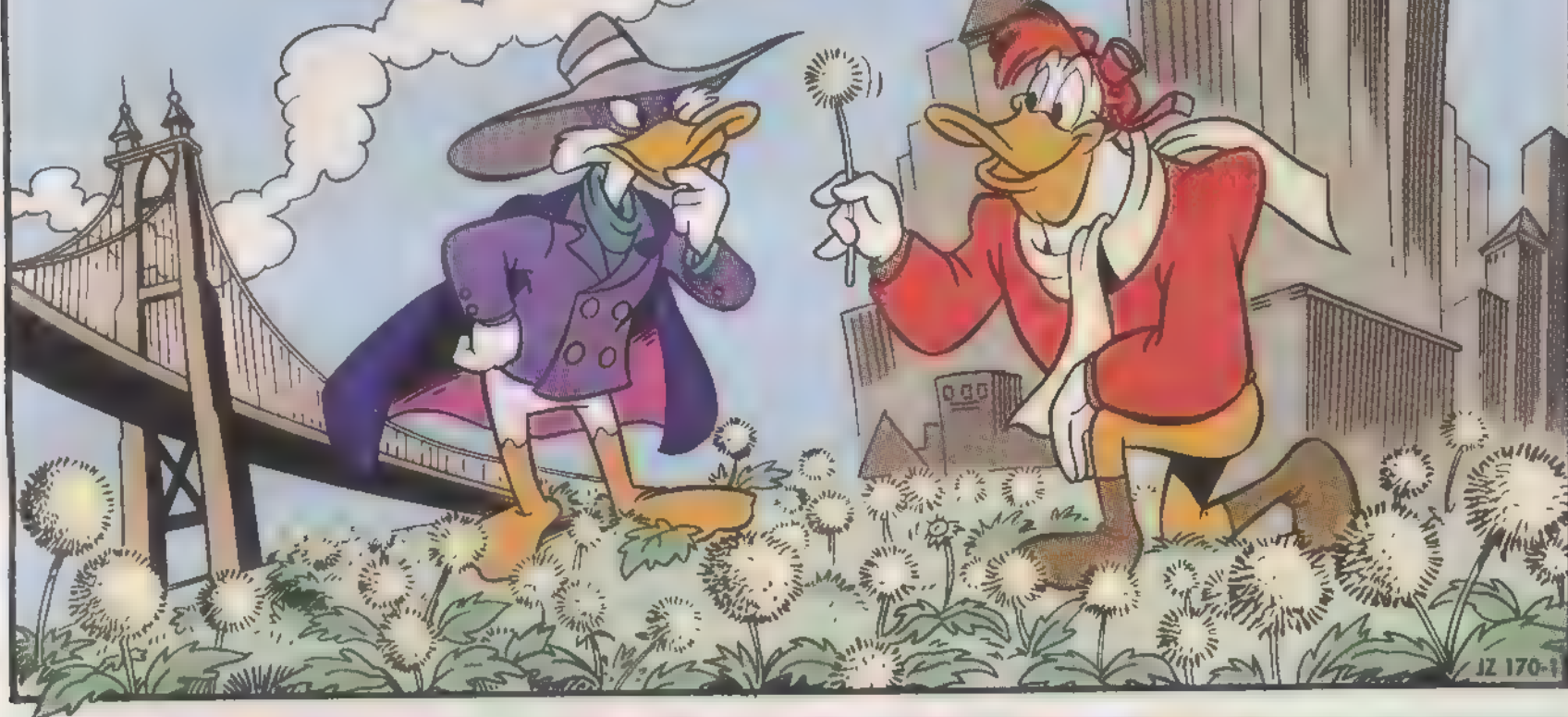
# DARKWING DUCK™

"COGITO ERGO...  
SOMETHING"

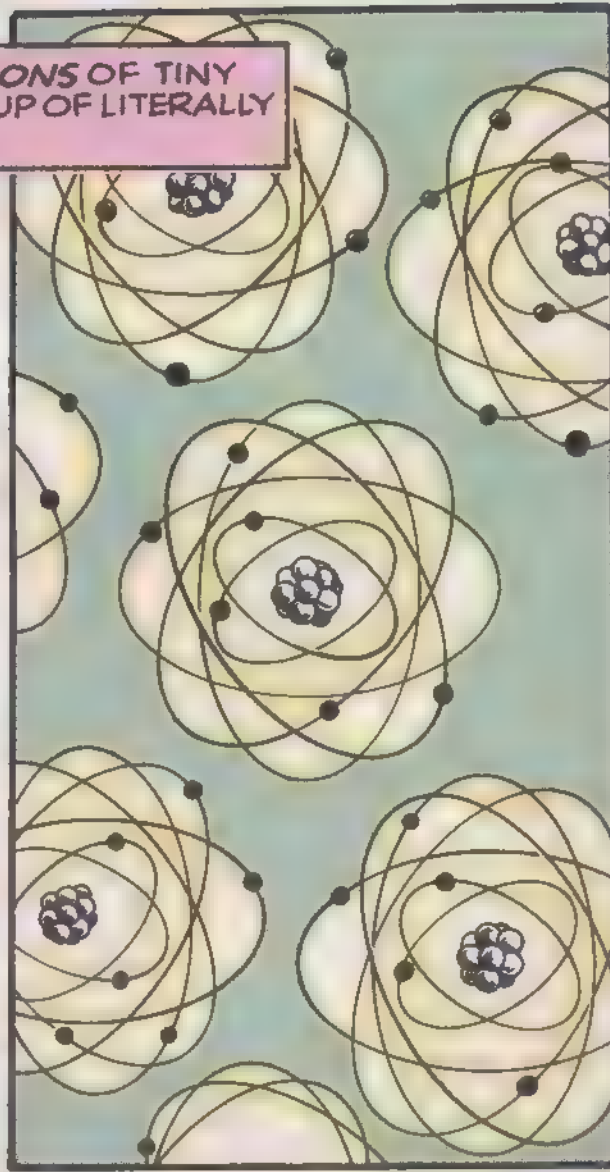
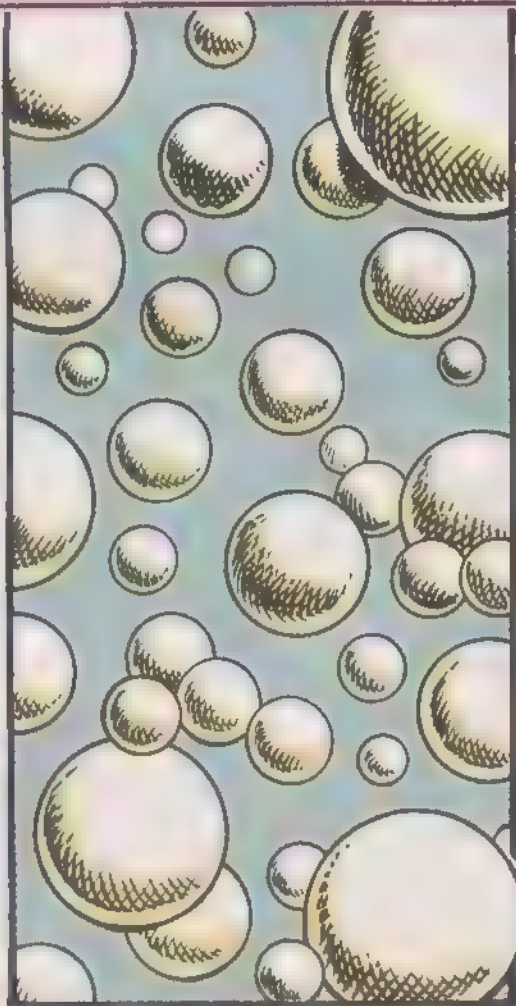
SAY, DW,  
DO YOU EVER  
THINK ABOUT  
STUFF?  
I DO...

I MEAN,  
SOMETIMES  
THOUGHTS JUST  
POP IN MY  
HEAD!

LIKE  
ABOUT THIS  
DANDELION  
HERE...

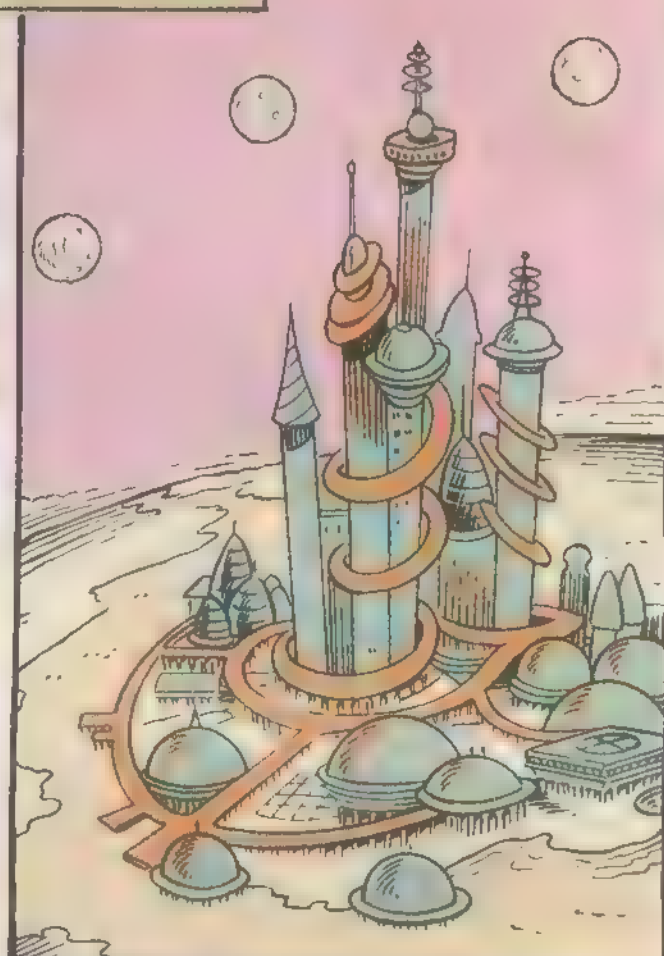
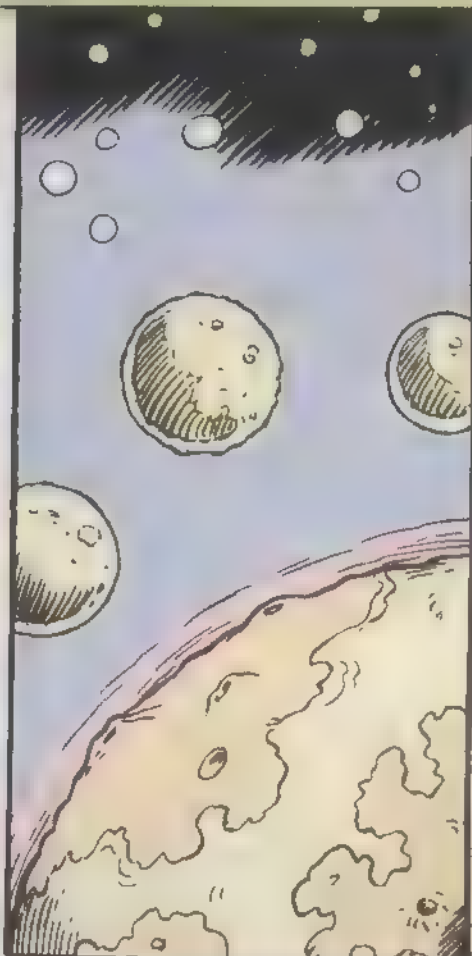
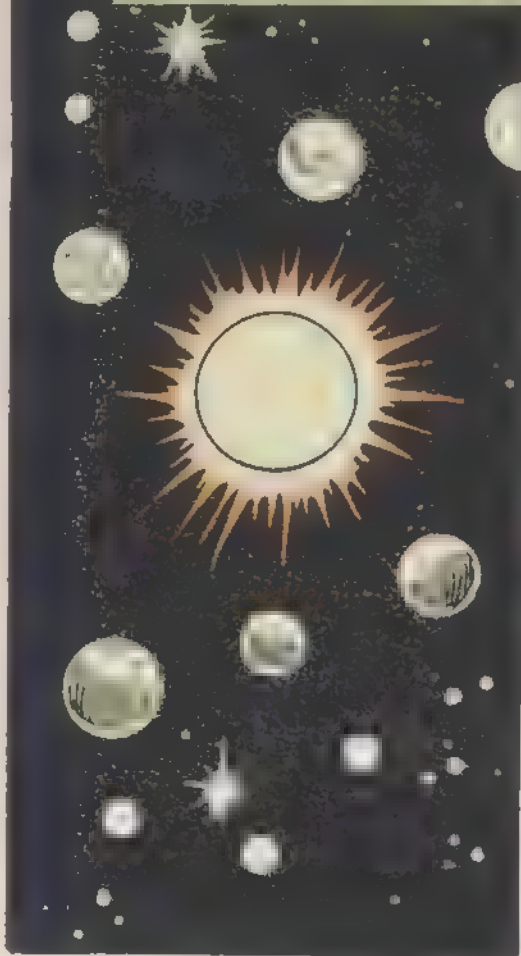


"INSIDE THIS DANDELION THERE ARE KAZILLIONS OF TINY  
MOLECULES! AN' EACH MOLECULE IS MADE UP OF LITERALLY  
JILLIONS OF ATOMS!"

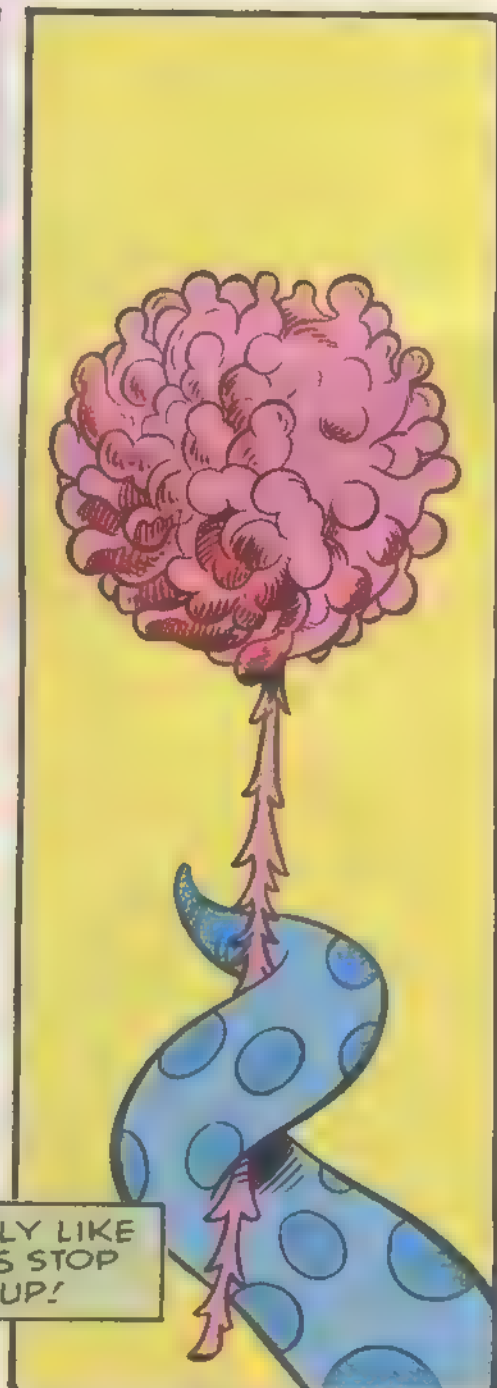




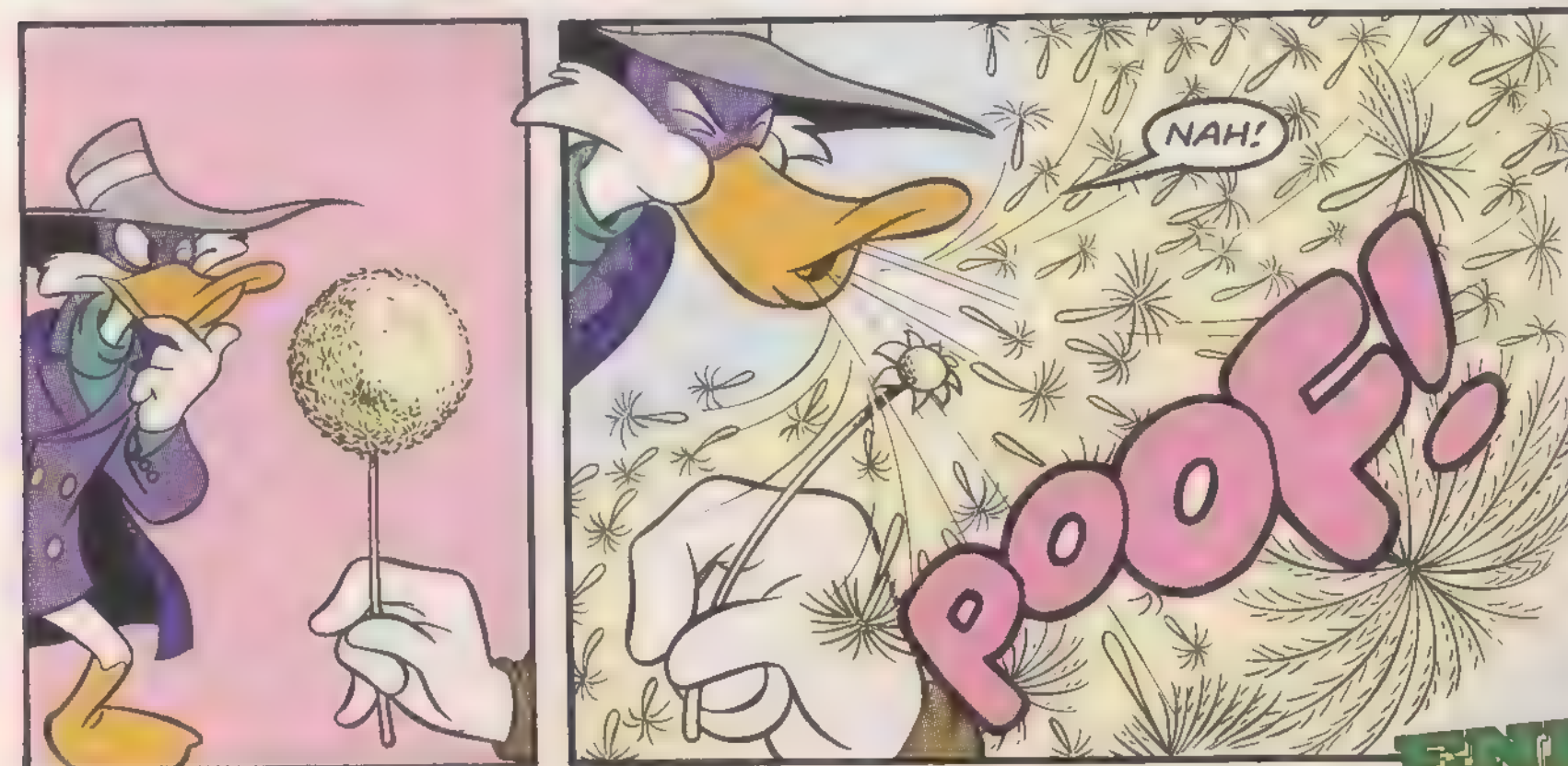
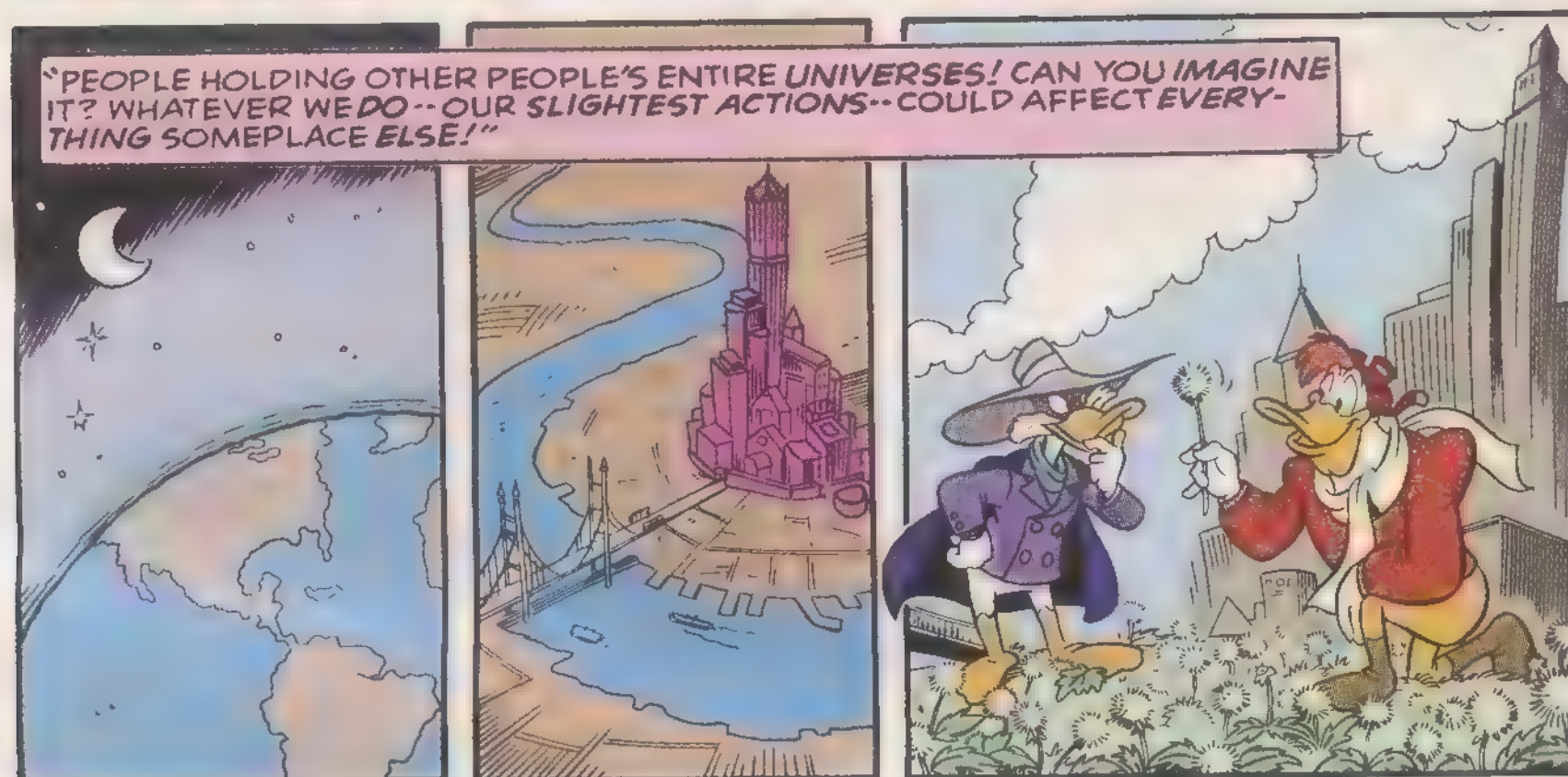
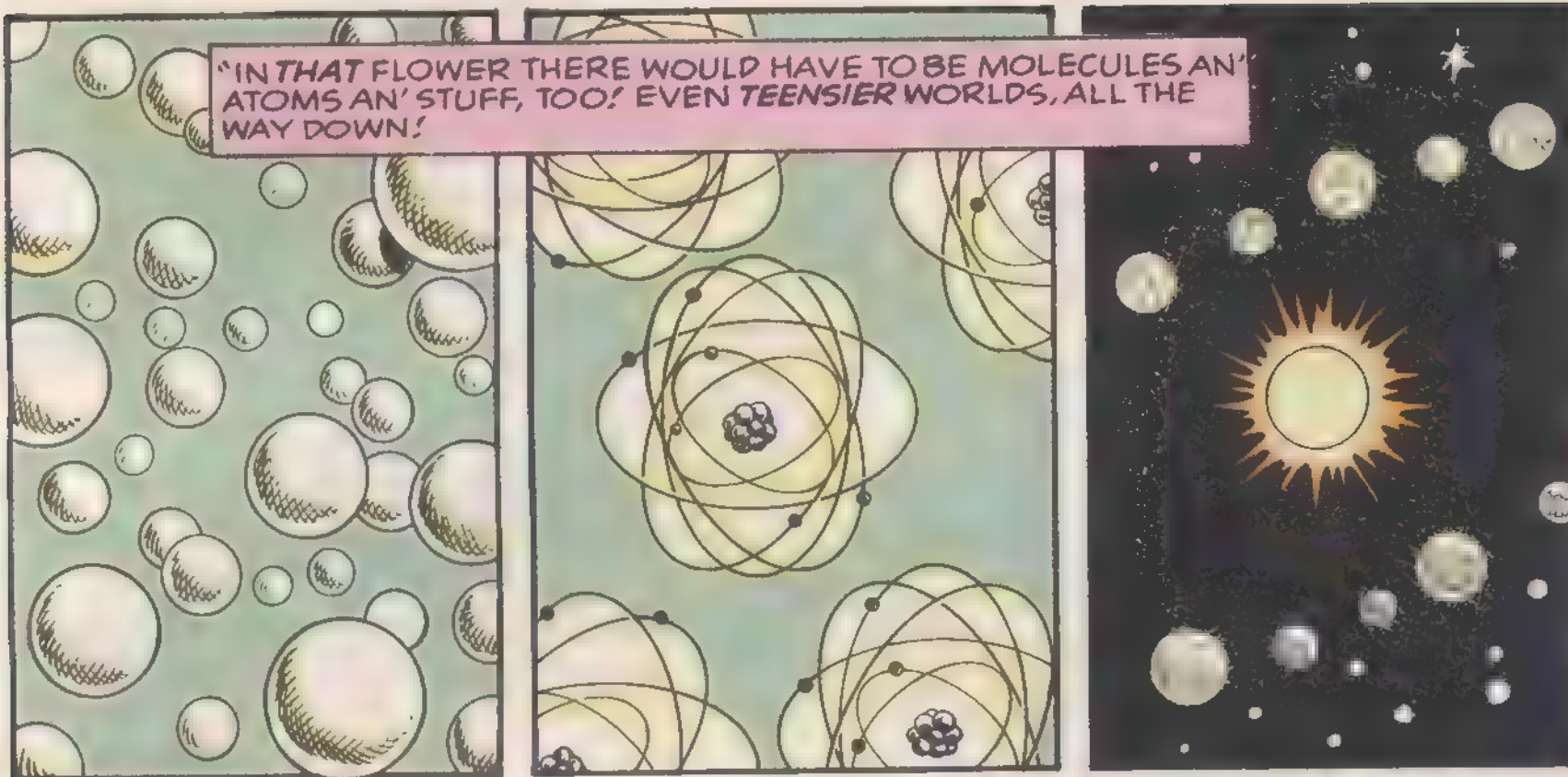
"BUT WHAT IF EACH ATOM WAS LIKE A TEENSIE-WEENSIE SOLAR SYSTEM? IT COULD HAVE WORLDS IN IT AN' CITIES ON THOSE WORLDS, JUST LIKE OURS!"



"AN' THERE COULD BE PEOPLE LIVING THERE--PEOPLE EXACTLY LIKE US, ONLY DIFFERENT! AN' MAYBE THOSE PEOPLE SOMETIMES STOP AN' THINK ABOUT WHAT'S INSIDE A FLOWER THAT THEY PICK UP!"







END



# *The* Pebble *and the* penguin

## S W E E P S T A K E S

*Feel the magic, share the adventure and come along on an incredible journey.*



WIN A 20" Boy's or Girl's  
Huffy Electro-Light Bicycle  
or one of 100 Pebble and the  
Penguin watches.

### How to enter:

Send in a 3"x 5" postcard entry with your name, address, and phone number to Disney Adventures/The Pebble and the Penguin Sweepstakes, MGM Studios, National Promotions, 2500 Broadway St., Santa Monica, CA 90404. Entries must be received by April 30, 1995.



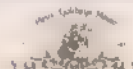
**HUFFY**  
BICYCLES

NO PURCHASE NECESSARY. Winner will be drawn on or about 5/5/95. Prizes include: (1) Grand Prize: 20" boy's or girl's Electro-Light Bicycle from Huffy Bicycles. ARV \$100. (20) First Prizes: The Pebble and the Penguin wristwatch. ARV \$10 each. Odds of winning dependent on number of entries received. Decisions of judges are final. These are abbreviated rules; for complete rules send a self-addressed, stamped envelope to Disney Adventures Rules, MGM/UA National Promotions, 2500 Broadway St., Santa Monica, CA 90404. Sponsored by Metro-Goldwyn-Mayer Pictures Inc.



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The adventure of a  
lifetime begins with  
one small pebble.

*The*  
**Pebble** *and the*  
**penguin**

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to a theatre near you

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EDITED BY BARRY MANILOW EXECUTIVE PRODUCERS MARK WAITERS PRODUCED BY JAMES BATTERWORTH DIRECTED BY RACHEL KORELSKY STEVE WHITSTONE  
EXECUTIVE PRODUCERS RUSSELL BOLAND PRODUCED BY DON BLUTH IRELAND LIMITED





Old detectives Sean and Brian Quinn, otherwise known as the Casebusters, first appeared in *Disney Adventures* four years ago. Now they're making the move into books! They'll star in four novels from Disney Press, appearing this spring.

To celebrate, we're running our first

# DISNEY ADVENTURES **Mystery Story Contest**

The stories will be judged by Joan Lowery Nixon, author of the **Casebusters** stories and books.

## **GRAND PRIZE**

Publication of your story in a future issue of *Disney Adventures* and a set of the first four **Casebusters** books, signed by Joan Lowery Nixon.

## **25 FIRST PRIZES**

A set of the first four **Casebusters** books,  
signed by Joan Lowery Nixon.

### **Remember:**

- You have to make up the story yourself.
- The story should not be longer than 1,000 words.
- Mail your story by April 10, 1995, to *Disney Adventures/Mystery Story Contest*, P.O. Box 364, New York, NY 10011.
- You have to be at least 7 years old but not more than 19 years old as of April 10, 1995.
- I'll cut the entry form on the following page completely and staple it to the upper right corner of your story.
- Keep a copy of your story. We can't return the one you send to us.

### **Tip for winning:**

- Make your story a puzzle! Include several clues for your detective (and your readers) to use in solving the mystery.



# ENTRY FORM

Name .....

Address .....

City ..... State ..... Zip Code .....

Phone Number ( ..... ) .....

Birth Date: ..... Month ..... Day ..... Year .....

**Mail to: DISNEY ADVENTURES/Mystery Story Contest**

P.O. Box 864

New York, NY 10011

This story is an original work. I did not copy it from anywhere, and I didn't have any help writing it. I know that, once submitted, my story becomes the property of Disney Magazine Publishing, Inc. and may be reprinted without further consent or compensation.

.....  
**Your signature**

.....  
**One of your parents' signatures**

.....  
**Date** © The Walt Disney Company

## MYSTERY STORY CONTEST OFFICIAL RULES

1. No purchase necessary. All entries must be postmarked by April 10, 1995, and mailed to DISNEY ADVENTURES/Mystery Story Contest, P.O. Box 864, New York, NY 10011. Staple the completed entry form to the upper right corner of the first page of your story. (Mechanically reproduced entry forms are acceptable.) The magazine's editors will serve as preliminary judges. Joan Lowery Nixon will select a Grand Prize winner from the 26 finalists. Winners will be chosen on the basis of creativity and originality. All decisions of the editors and Joan Lowery Nixon are final.
2. Limit one entry per person and one prize per household. The contest is open to residents of the United States and Canada (except Quebec) who are, as of April 10, 1995, at least 7 years old but no more than 14 years old. Employees of Disney Magazine Publishing, Inc., its parent and affiliated companies, and the families of each are not eligible to enter this contest. All submissions become the property of Disney Magazine Publishing, Inc. and will not be returned.
3. Disney Magazine Publishing, Inc. is not responsible for lost, late or misdirected mail.
4. This contest is void in Quebec and where prohibited by law. All federal, provincial, state and local laws apply to this contest. Odds of winning depend on the number of eligible entries received and the quality of the entries.
5. The winners will be notified by mail.
6. No substitution or transfer of prizes is permitted.
7. All federal, state and local taxes on prizes are the sole responsibility of the winner and/or their parent/legal guardian.
8. Acceptance of a prize constitutes permission to use the winner's name and/or likeness for advertising, trade purposes and promotional use without further compensation.
9. All prizes will be awarded.
10. PRIZES: One (1) Grand Prize winner will receive publication of the winner's story in an issue of DISNEY ADVENTURES and a set of four (4) autographed Casebusters books (approx. retail value: \$56). Twenty-five (25) First Place winners will each receive a set of four (4) autographed Casebusters books (approx. retail value: \$56).
11. For a copy of these official rules, or for a list of winners (after May 1, 1995), send a self-addressed, stamped envelope to DISNEY ADVENTURES/Mystery Story Contest, 114 Fifth Avenue, New York, NY 10011.



The  
Casebusters



DANGER!



by  
Joan  
Lowery  
Nixon

short story



**"Friday! No more school until Monday!"** Brian Quinn shut the back door, tossed his backpack at the kitchen table, and missed. The top flap of the backpack flipped open, and a sheet of yellow paper fluttered out. "I wonder where this came from," Brian said.

"Your backpack," his younger brother, Sean, said. He opened the refrigerator and poured a glass of orange juice.

Brian studied the paper. "You're not telling me anything I don't know. This paper was in my backpack, but it isn't mine."

"Then how did it get there?"

Brian shrugged. "Don't ask me. I walked over to the gym with some of the guys to watch basketball practice, and I tossed my backpack down with a bunch of others just inside the door of the gym."

"Somebody must have put it into the wrong backpack," Sean said. He grabbed the sheet of paper from Brian's hand and read aloud, **"GET GOIN'**, slip twenty-nine p.m."

"What's that supposed to mean?" Brian asked.

Sean grinned.

"Somebody wants somebody else to get going at twenty-nine o'clock."

"Twenty-nine o'clock, sure," Brian said. He thought a moment. "It says 'slip twenty-nine'? What if it means the numbered slips where the boats are moored at the marina?"

Sean gasped and slammed his glass down on the counter. "Mr.

Ragsdale's boat is moored at the marina, Bri! And it's named **GET GOIN'**! He took us on it last summer!"

"Is it moored at slip twenty-nine?"

"I don't remember."

Sean and Brian stared at each other.

"I smell a mystery," Brian said.

Sean's eyes widened. "Yeah, but what kind of a mystery?"

Brian shrugged. "I don't know any more about it than you do, or what this is all about."

Sean read the note again. "It says 'p.m.' Does that mean tonight?"

"Probably," Brian answered. He thought a moment. "The note's a clue, Sean, and it fell right into our laps. What are we going to do about it?"

"What else? Go to the marina," Sean said.

"OK, come on," Brian said. "Get your bike."

He scribbled a note for their mother and attached it to the refrigerator: "Gone to the marina." He hesitated, then thought, "Why worry her?" So he added, "Be back soon."

The marina wasn't far from the Quinn's neighborhood in Redoaks, California, so Brian and Sean arrived there in less than half an hour. The fog that had been steadily drifting in had thickened enough to blur the rows of docks and the boats moored to them.

"Where is everybody?" Sean asked and moved closer to Brian.





The boats looked like crouching monsters waiting to spring from the mists.

"Home, probably. This isn't sailing weather."

"But there's got to be a watchman." Sean stretched to peer through the fog on each side.

"Where is he?"

"He makes regular rounds. We'll look for him in a few minutes," Brian said. "First, let's check out the *GET GOIN'*."

The boys ran to slip number twenty-nine, where the *GET GOIN'* rocked gently and quietly in place.

"Some mystery," Sean said.

"There's nothing going on here."

But at that moment a voice boomed out of the fog: "We've got to hurry. The watchman will come by here soon. If you hadn't lost the note . . ."

"I told you, I didn't lose your stupid note! I never got it!" a younger voice complained.

"Forget it. At least, nobody's around."

"What would you do if somebody *was* around?"

"You don't want to know." Brian and Sean heard a nasty, low chuckle, and two dark shapes began to materialize out of the fog.

Panicked, Brian and Sean scrambled down onto the deck of the *GET GOIN'*, threw open the swinging doors into the cabin, and plunged down the short steps.

Brian ducked down behind one row of bunks, Sean behind the other. Trembling, Sean looked around for something to help them defend themselves and grabbed a

sos!

large, powerful flashlight—the only weapon on hand.

They heard the plop of feet landing on the deck, and one of the two voices said, "Put down that paint can, Zack."

"I know Zack!" Brian whispered. "Now I recognize his voice. He's in the ninth grade. Zeb is his big brother."

Sean shuddered. "Everybody knows Zeb and Zack. They're always making trouble."

"Everything's set," Zeb called out. "Shove off. Let's go!"

"They're stealing the boat! We've got to stop them!" Brian got to his feet, but staggered as the boat began to move away from the dock.

"Should we yell?" Sean whispered to Brian.

"Down here? No one would ever hear us." Brian guiped as he remembered what Zeb had said about anyone who might get in the way.

"Is there anything on the boat that would make a lot of noise? What about the boat horn?"

"It's up in the top cabin, with the controls."

Zack's voice came from a spot close by. "Wait a minute, Zeb. Did you hear something? Maybe we should look around the boat, like down in the cabin."

Brian and Sean tensed, but Zeb said, "Don't be dumb. Who'd be down there in weather like this?" With a grunt he ordered, "We're clear of the docks now. Coil up that rope, while I start the motor."

"What if the watchman hears the noise?"





"What are you afraid of? Even if he hears it, he won't be able to see us and won't know where we're going."

As the motor caught, the boat quickly picked up speed. Brian and Sean staggered to the swinging doors and peered out. Zeb and Zack had gone topside, but the marina's docks were far behind. "We can't

jump overboard. It's too far to swim," Brian said.

"It's not too far to signal," Sean answered. He aimed the powerful flashlight at the marina and blinked it three short, three long, three short—SOS, the Morse code for help! Would the watchman notice? Would anyone at the marina see and know they needed help?



"Did you see a light?" Zeb called out. "I thought I saw some kind of a light flashing."

Brian and Sean ducked back into the cabin and waited, holding their breath.

Zack's voice was so close at hand it made them jump. "Nothing here," he shouted up to Zeb. "It must have been a light on shore. How much farther do we have to go?"

Brian and Sean could hear Zack climbing up to join Zeb.

In less than ten minutes the boat's motor was cut off. It swung in a large curve, then stopped.

"Nobody will find us here. I told you, this cove's too well hidden!" Zeb laughed.

"Where's the paint? We can get rid of the name on the boat before we take it down to San Francisco and

sell it to that guy Uncle Bill knows."

Suddenly, through the silence came a faint *whack-whack*.

"That sounds like a helicopter!" Zack yelled. "You didn't say anything about helicopters. Do you think they're looking for us?"

"Take it easy," Zeb said as the sound of the helicopter came closer. "It doesn't matter one way or the

**SOS!**

other. It's so dark and foggy that with our lights off they'll never find us."

"Lights!" Brian whispered and heard Sean chuckle.

They crept to the doors and quietly opened them. Sean pointed his light upward at the helicopter, which was coming close, and flashed the beam for SOS again.

"Who's down there?" Zack yelled.

"I don't know, but I'm going to get him!" Zeb shouted.

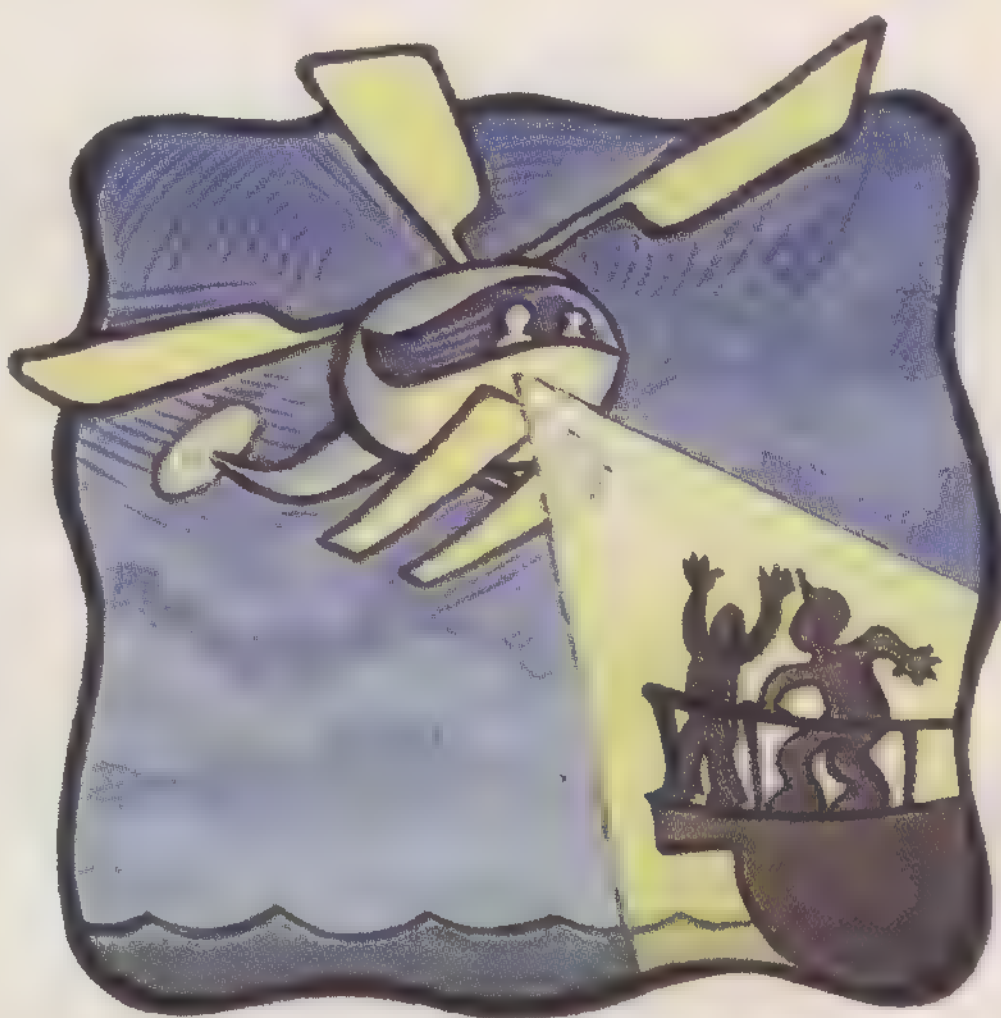
As Zeb leaped to the deck, a powerful spotlight from the helicopter shone down, lighting the entire boat. Zeb grabbed the rail, squinting in the brightness.

"Stay where you are!" a voice boomed from the copter. "A police boat's on the way!"

"OK, OK!" Zeb yelled back. "We don't want any trouble."

Brian and Sean kept quiet. They didn't want any trouble either—at least not from Zack and Zeb. But once the police had taken the thieves into custody, boy, would they celebrate! Once again, the Quinns had stopped the crooks and solved another case.

**THE END**





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Nixon**

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**Clue:** An old battered suitcase—does it belong to the thief?

### Suspects:

- A) Martha Woods, secretary
- B) Robert Hopkins, cook
- C) Palmer Jones, waiter

Each has a secret to protect...

in  
**CHECK IN TO DANGER**

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**Clue:** A severed rope—  
did it break, or  
was it cut with a knife?

### Suspects:

- A) The greedy real estate developer
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- C) Horatio, a former actor

But . . . Horatio is a ghost!

in  
**BACKSTAGE WITH  
A GHOST**



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Video games, CDROMs, playing tips and more! ◀

## Players:

Up to five

## System:

Genesis/Super  
NES/Game Gear

**Mission:** Control  
your favorite NBA  
team—and win!

**Difficulty:** Brainer



**Slammin',  
jammin',  
in-the-air,  
in-your-face  
action, and  
the crowd  
goes wild!**

**NBA Jam Tournament Edition** Check out the exciting game features like all-new dunks, new hidden characters and plenty of cool power-ups. ● You can substitute players after the first, second and third quarters.

● Check the players' features carefully, because a player's injury will affect the game. ● When you score, the crowd will go wild. That's just one of the great digitized sound effects you'll hear.

## Players:

One

## System:

Genesis/Super  
NES/Game Gear

**Mission:** You're  
Itchy the mouse, and  
you're running from  
Scratchy the cat.

## Difficulty:

Brainer



**Itchy &  
Scratchy:  
It's the  
ultimate  
game of  
cat and  
mouse.**

**The Itchy & Scratchy Game** Bart and Lisa Simpson's favorite TV-show characters, Itchy and Scratchy, star in their own bizarre, action-filled video game. ● Each stage places Itchy and Scratchy in a different cartoon adventure. Each cartoon contains a maze of ladders, platforms and mouse holes to explore. Survive by using the items and weapons you find.



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CASTING BY SOROTHA KINGSLEY GEORGE WELLS MOLL SOLOBERG SLA  
EDITED BY JIMMY SMITH JESSE BETH ROGER BOWEN  
PRODUCTION DESIGNER WILLIAM D'ARCY  
EXECUTIVE PRODUCERS  
PRODUCED BY  
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DIRECTED BY

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WALT DISNEY  
HOME VIDEO



● .....  
**Players:** One

**System:**

Super NES

**Mission:** Help Luke Skywalker and his pals defeat Darth Vader and the evil Empire.

**Difficulty:**

Major brainer.



May the force be with you as you battle the evil Empire.

**Super Return of the Jedi** Help Luke Skywalker, Han Solo, Chewbacca, Princess Leia and Wicket the Ewok battle the bad guys. ● The ultimate battle between Luke and Darth Vader is just one of the incredible stages of this game. ● Each character that you control has a different set of capabilities to help you complete the stage. Some of the enemies you'll meet include Bib Fortuna, Jabba the Hutt, Stormtroopers, Darth Vader and the Emperor.

● .....  
**Players:** One

**System:**

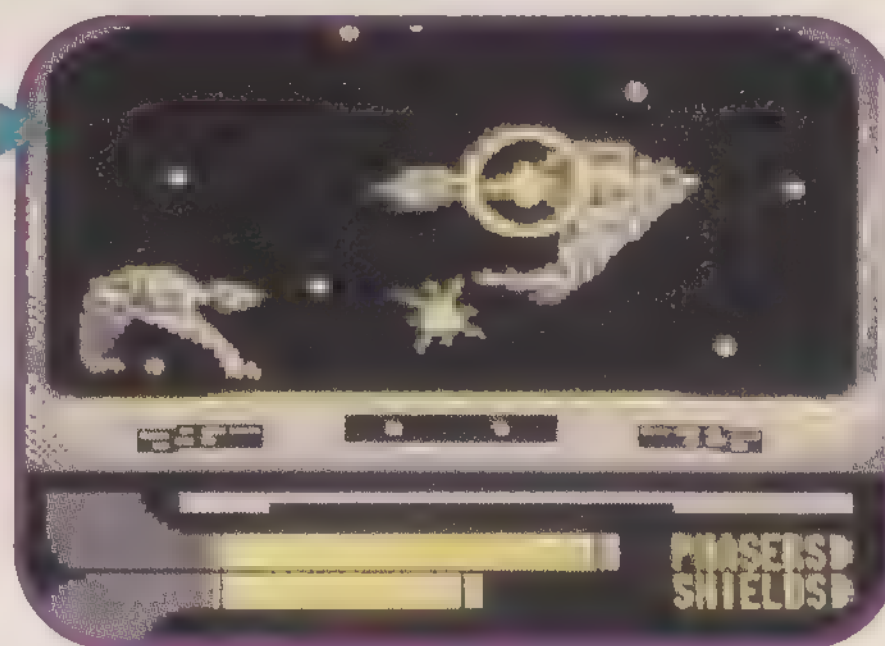
Game Boy/Super

Game Boy/Game Gear

**Mission:** Pilot the *Enterprise* and help Captains Kirk and Picard blast away evil Klingons.

**Difficulty:**

Brainer



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## Star Trek Generations: Beyond the Nexus

Captain Kirk receives a distress call and his ship travels into the Nexus. He's joined by Captain Picard, and they set off on an adventure.

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## Month!

of the  
**tip**  
Gamer's

Skip right to the last stage of **Mighty Morphin Power Rangers (Super NES)** using this mega-cool password: 2596.

**Michael Kendrick, 8 Drumheller, Alberta, Canada**

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IN THE  
OUTFIELD**

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P.O. Box 82234  
St. Paul, MN 55182 U.S.A.

1. What is the home state of the Angels?  
A. Florida B. Hawaii C. California

2. What league do the Angels play in?  
A. National League B. American League C. Church league

3. What is the name of the head angel in the movie?  
A. Al B. Fred C. Ed

A. Florida    B. Hawaii    C. California

A. National League      B. American League      C. Church league

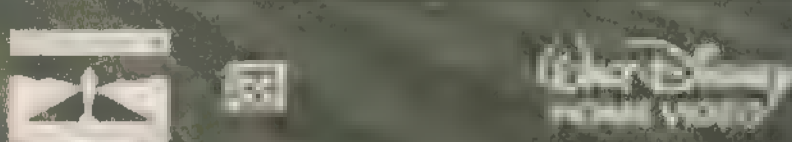
A. Al    B. Fred    C. Ed

**St. Paul, MN 55182 U.S.A.**

Own Disney's Heavenly Hit!  
On Video March 24!



Stencoparts address above. Entries must be received by May 15, 1995. Odds of winning depend on the number of valid entries received. Winners will be selected by a random drawing on or about May 16, 1995, under the supervision of an independent judging organization. Entrants agree to be bound by the Official Rules, which are available by sending a self-addressed stamped envelope to: Angela Le The Official Official Rules Request, P.O. Box 82435, St. Paul, MN 55182-4355. For more information, visit our website: [www.stencoparts.com](http://www.stencoparts.com). Winners who are Canadian residents must correctly enclose a self-addressed stamped envelope for a return postage payment. Send to: Angela Le The Official Official Rules Request, P.O. Box 82435, St. Paul, MN 55182-4355. For more information, visit our website: [www.stencoparts.com](http://www.stencoparts.com).





# Card Shark

**Got spring fever, do ya? Card Shark's got the remedy!**

## Hakuna Matata!

So, you missed Simba, Pumbaa and Timon in their SkyBox debut? Well, have no worries 'cause a second series of Lion King cards is rooooaring into card stores just in time for *The Lion King's* video release on March 3. Eighty cards in six subsets feature new art and behind-the-scenes info. The Memorable Moments subset features 39 scenes from the movie.

Other inserts include The Art of The Lion King, Rafiki's Words of Wisdom, and Animal Information, which shows animals that inspired the animators. Don't miss D.A.'s fave insert—the five bonus pop-up cards!

## Cool, Man

It was only a matter of time before Bart Simpson worked his way into the milk cap biz. Now you can slam Bart,



Lisa, Homer or Otto (the bus driver) whenever you feel like it—with SkyBox's

Simpsons SkyCaps. The 50-cap series features all the characters you have come to love and loathe on the show. That means you get the whole gang, including Mr. Burns, Sideshow Bob—even Itchy and Scratchy.

Each six-cap pack includes one of 10 collectible Hypno-Slammers, made of clear plastic with a color image.



**Be king of your card collection with your Lion King cards (top and left). Bart and Homer get capped (center).**



**What cards do you collect? Write to Card Shark, DISNEY ADVENTURES, 114 Fifth Avenue, New York, NY 10011**





**OK**, maybe it's spring fever, but we **D.A.** staffers have been feeling pretty darn **goofy** lately. So when we heard these silly jokes about the king of goofiness, we kinda

l o s t i t . . . . .



**Why did Goofy wear three jackets while painting?**

*The directions on the paint can said to put on three coats.*

**Why did Goofy tiptoe past the tents?**

*He didn't want to wake up the sleeping bags.*

**MICKEY:** Goofy, would you look at my car and tell me if my blinkers are working?

**GOOFY:** Yes, no, yes, no, yes, no, yes, no.

**MICKEY:** That's a strange pair of socks you're wearing. One is green and the other is blue with polka dots.

**GOOFY:** That's not so strange. I have another pair just like it at home.

**MICKEY:** How can you do so many goofy things in one day?

**GOOFY:** I get up early.



Reprinted from *The Ultimate Disney Joke Book* by Chip Lovitt, with permission of Disney Press. Available wherever you buy books.

**GUESS  
what!**

Goofy's starring in his first-ever movie, *The Goofy Movie*, due out **April 7.**



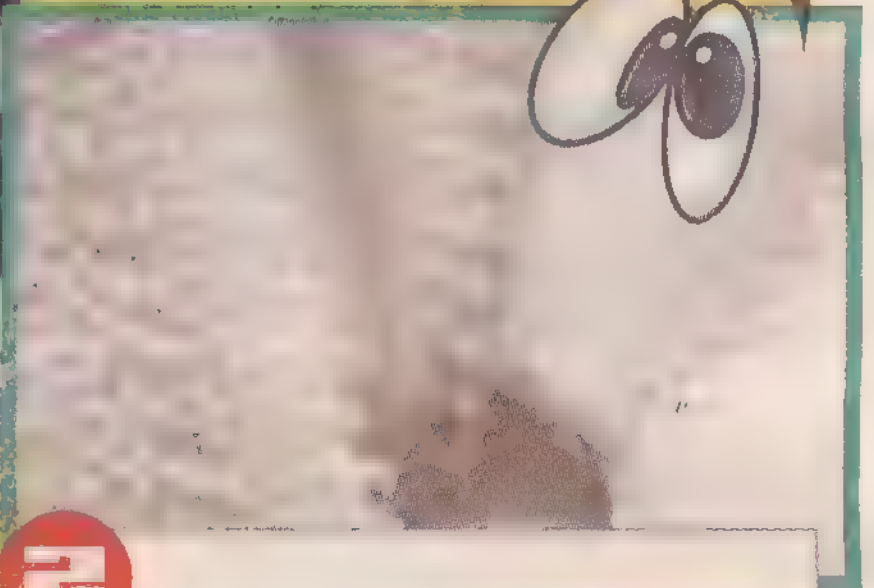
# puzzles

► eye bogglers

Can you recognize these common items this close up? Try to figure out what they are, and put your answers in the boxes.

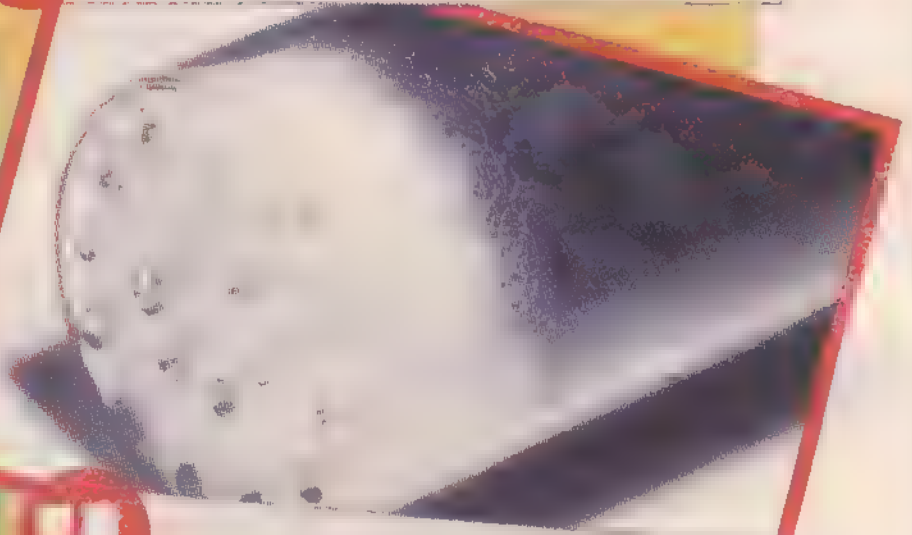


1



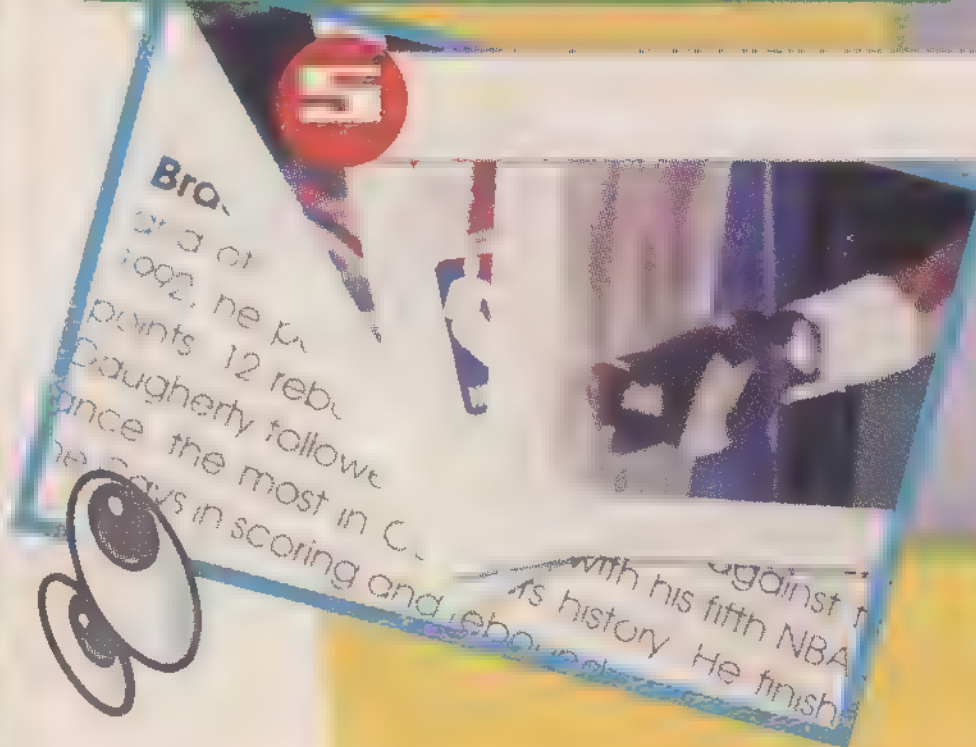
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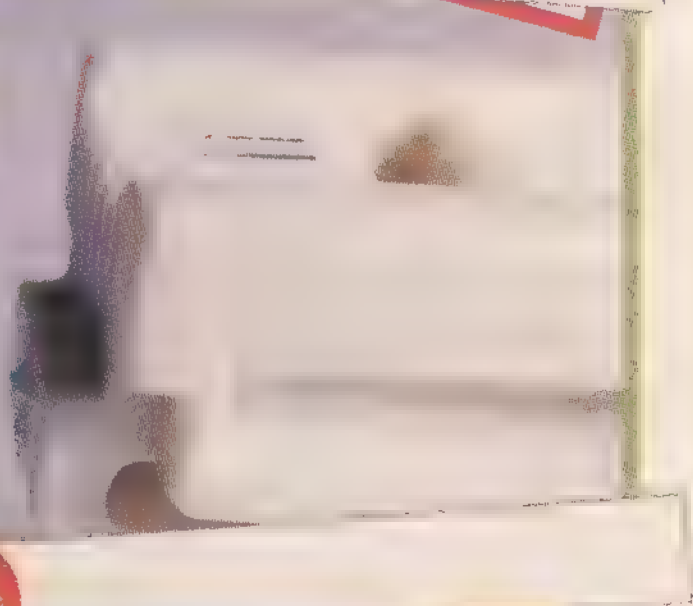


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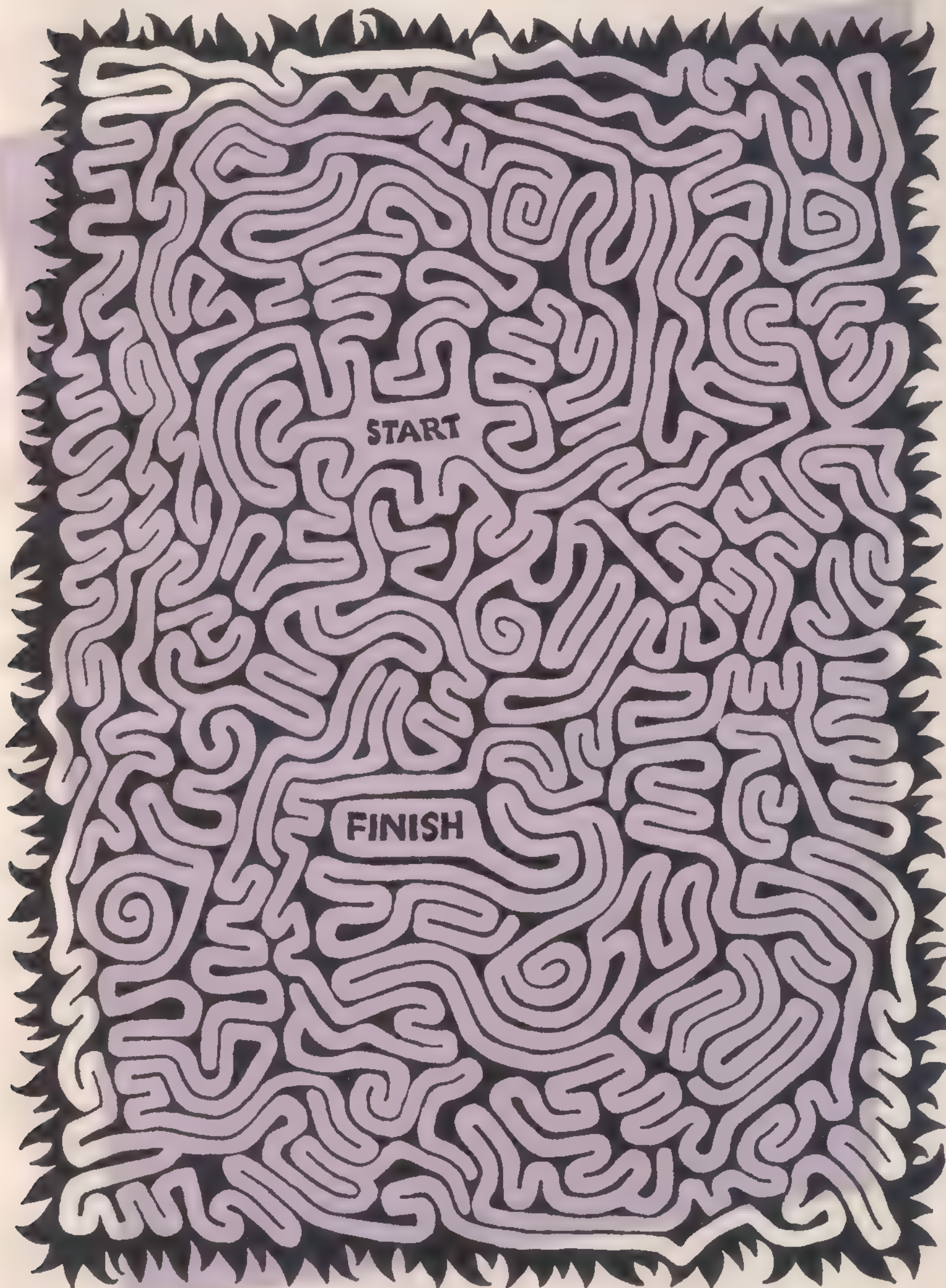
6



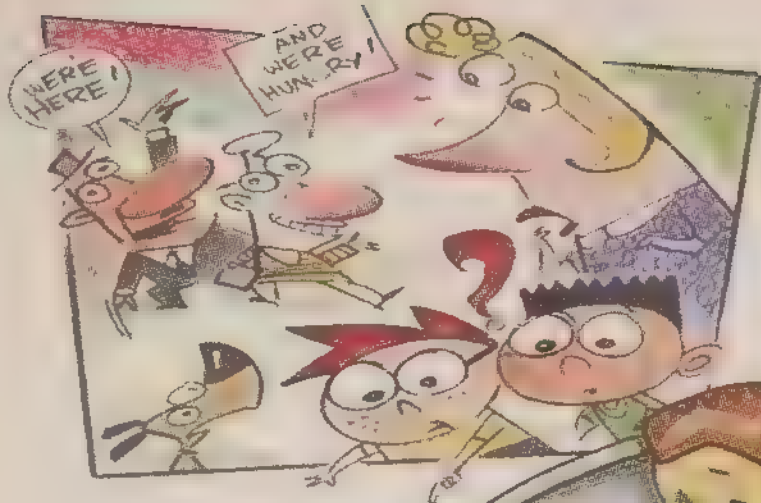


# squiggles! ● .....

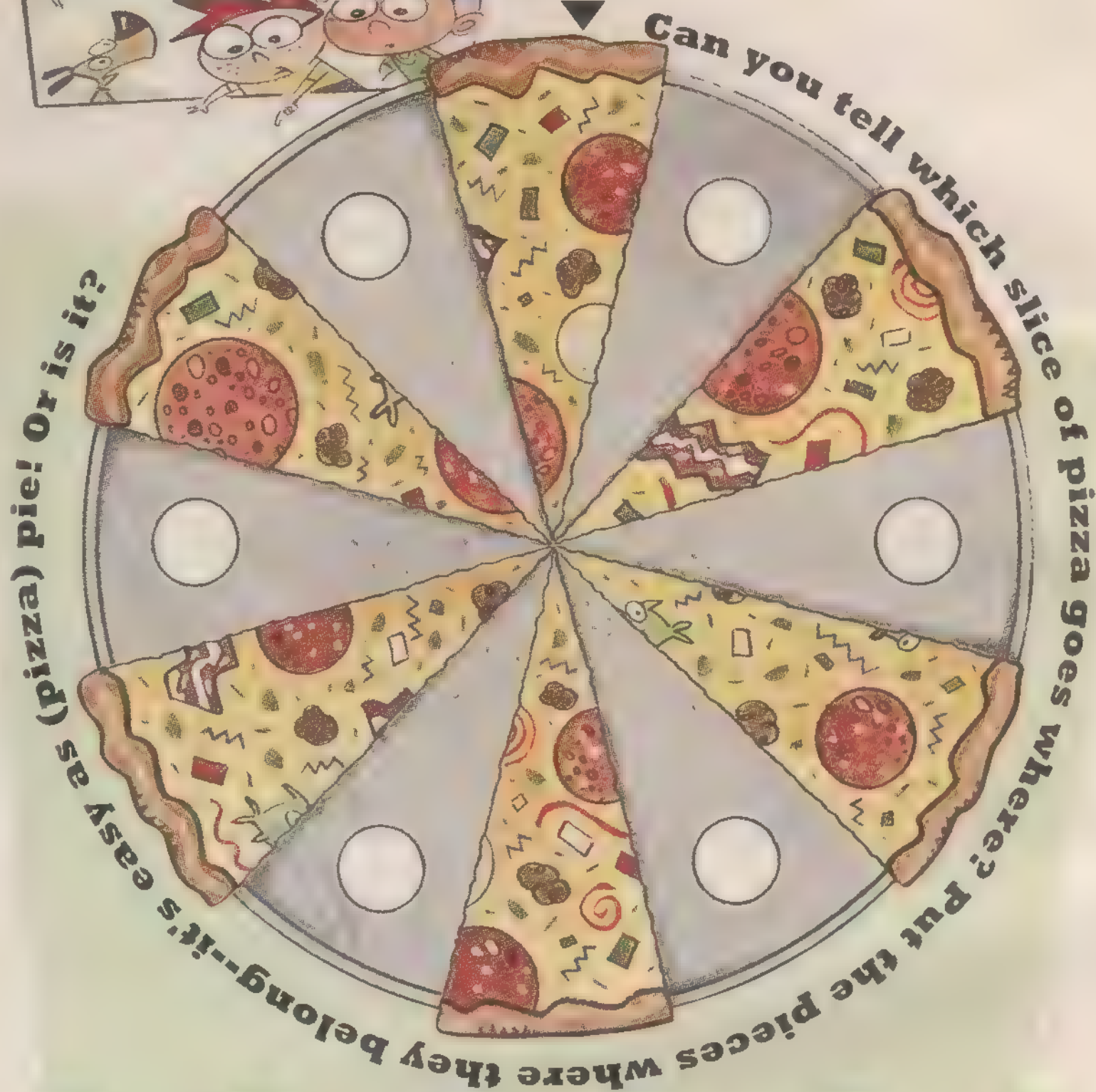
Squiggle through this maze by starting—where else?—  
at the start and squiggling your way to the finish.





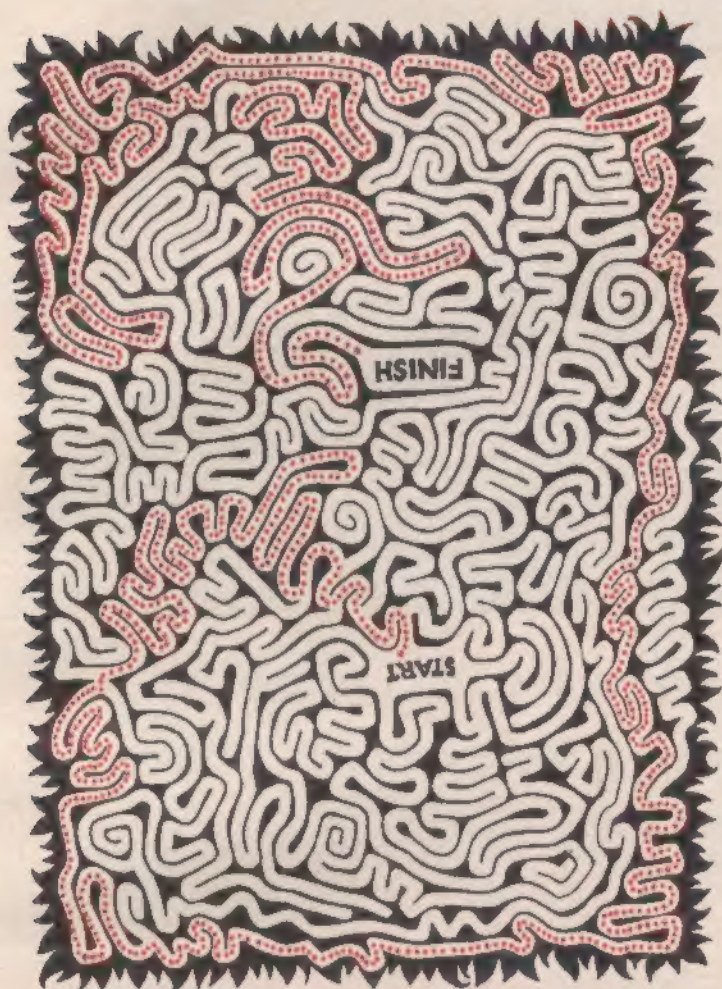


**gimme a slice** ●.....

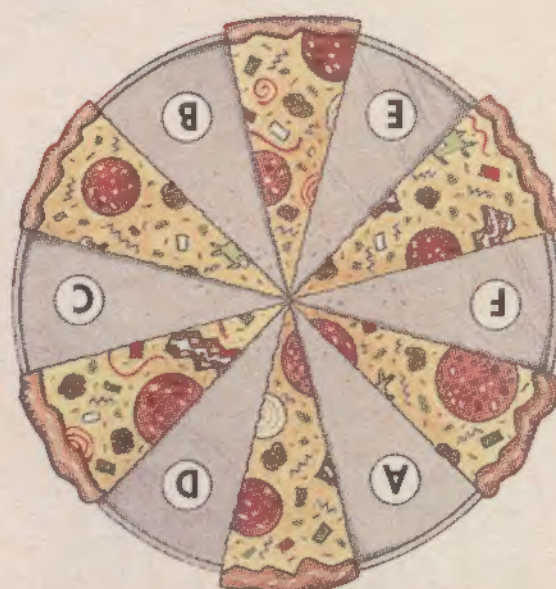




# Answers



## SQUIGGLES



## GIMME A SLICE

- |                  |                    |
|------------------|--------------------|
| 1. Steam iron    | 3. Bungee cord     |
| 2. Velcro        | 4. Aquarium filter |
| 3. Trading cards | 5. Phone jack      |

## EYE BOGGGLERS

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see .....  
**you** next month!

## Aliens!

They're everywhere—on TV, in movies and in our offices!



Is it an **alien spaceship**—  
or a weather balloon?  
We'll show you  
how to tell the  
difference.

*Suzanne*



Journey through space with **Dr. Watchstop** as he explores another cosmic mystery!

*Heidi*

Check out our special  
**sci-fi issue!**

We went on the set of  
**"Earth 2"** and got an  
exclusive peek at the  
new underground  
set—and interviews  
with the stars.

You'll find  
all this and  
more in our  
next issue!

*Phyllis*



On sale at newsstands everywhere...

**APRIL 4!**



# TM **McWORLD** **If KIDS took over THE BUS**



### The Dashboard

- THINGY
- TOP SPEED: MACH 4
- FUEL
- KETCHUP
- AWESOME TUNES
- TOYSTICK
- SHAKE SPOUT
- BIG MAC HOLDER
- TURBO
- HYPERSPACE
- DO-HICKEY

### The Seats

#### The Backs

- VIDEO SCREEN FOR GAMES & MOVIES
- ONBOARD FOLD-DOWN HOME WORK COMPUTER
- BULLY EJECTOR

#### The Fronts

- RECLINER MADE FROM RICH CORINTHIAN LEATHER
- SPY MIRROR (to see if anyone cute is looking at you)

hey, it could happen!  
 SPECIAL TRAMPOLINE SEATS IN BACK ROW  
 LATE KID TRACTOR BEAM  
 FLIGHT ATTENDANT  
 BIG MACS, FRIES OR McNUGGETS?  
 POTS-YY  
 WEDGE REMOVER SEAT  
 FREE USE OF BUS PHONES  
 AH CAN'T TALK NOW! MY MOUF IZ FUH!  
 MOON ROOF  
 ARCHES AT TWELVE O'CLOCK!  
 SPECIAL McDONALDS LOOKOUT POST  
 MORNING DRIVER: LOST LOU (HAS TROUBLE WITH DIRECTIONS)  
 AFTERNOON DRIVER: McDONALDS NASCAR RACER BILL ELLIOTT  
 BURP HOON  
 I DON'T WANNA GET OFF YET.  
 PETS ALLOWED  
 CHANGES COLOR WHEN WET  
 MOBILE BUS PHONE  
 FRY DISPENSER  
 KETCHUP DISPENSER  
 VIDEO GAME CONTROL PERSONAL STEREO  
 HOT APPLE PIE COMPARTMENT  
 SHAKE, FRIES & CHEESEBURGER FOR EVERY COMPLETED MISSION  
 DRAGSTER ENGINE (RUNS ON EMPTY FRY BOXES)

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Pull it.



Peel it.



Play with it.



Eat it up.

**Twizzlers Pull-n-Peel.**

Chewy delicious cherry-flavored candy.